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£800 Yamaha SY22
synthesizer in the
easiest competition
ever! (page 125)

- Talk to us direct, as *FORMAT* goes online
- right around the world (page 133)
- The world's biggest Atari Show - and we
have all the news and gossip (page 17)
- You won't believe what they've been up
to with those art packages (page 110)

INSIDE: 35 PAGES OF GAMES REVIEWS AND TIPS!

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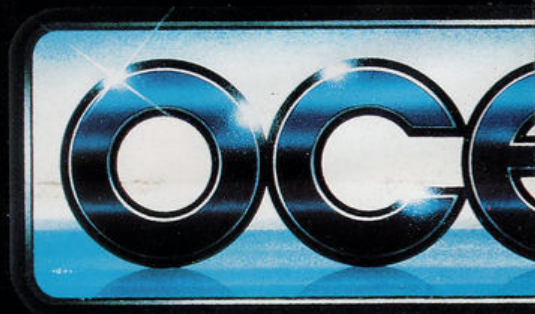
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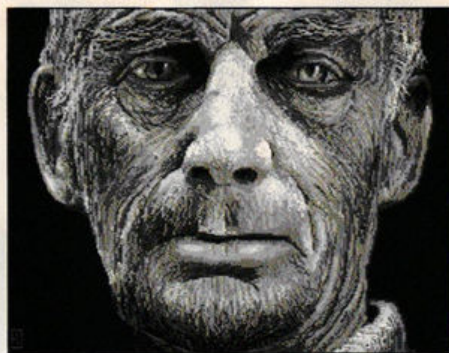
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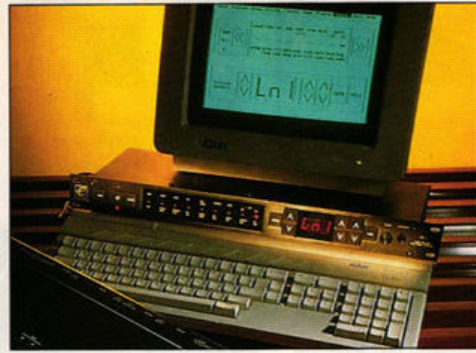
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Put yourself in the picture with the new Kempston scanner—97



The art of the possible, with pictures you've created on the ST-110



Absolutely everything you need to make music – for just £300!—117

Pigment of your imagination

We unveil the year's most eagerly awaited ST program. But has Electronic Arts left *DPaint ST* too late? Can it justify its £50 price tag? Is it, in short, worth its weight in *ST FORMAT* gold? Read the full, exclusive review, beginning on page 20...

– And then try it out for yourself! As well as featuring on this month's packed Cover Disk, there's a full and detailed guide to getting going in *DPaint*, starting on page 22



ST FORMAT

ABC

January – June 1990 **50,246**

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Your chance to win this superb £800 Yamaha SY22 synthesizer! 125



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How to win a top-of-the-range Canon EOS 700 camera: turn to page 49 this instant!

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cover disk p 28

"I'M CONVINCED THIS IS THE BEST COVER DISK OF ALL TIME, PROBABLY"
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MANIX

Try the game, then see if we've reviewed it aright (page 61).

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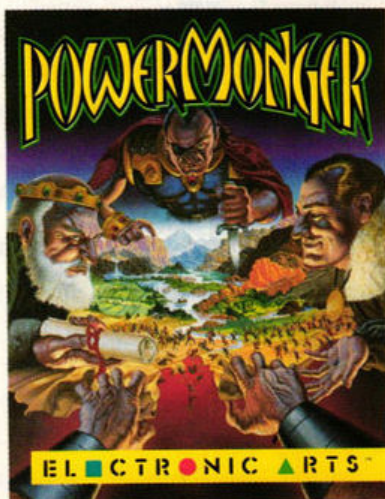
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ST FORMAT, the market leader by 10,000, comes to you from the company that also publishes *Amiga Format*, *New Computer Express*, *Amstrad Action*, *Commodore Format* (quite good, probably), *Your Sinclair*, *PC Plus*, *S*, *8000 Plus* and *Classic CD*

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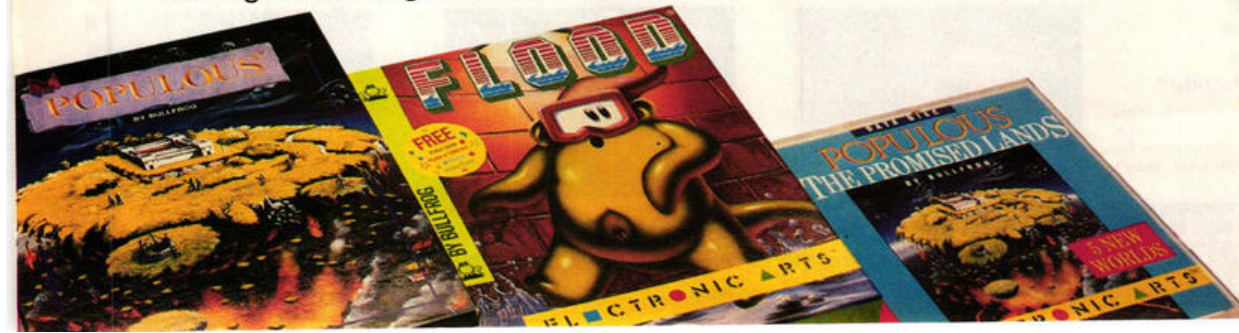
By doing so you not only swell your numbers, but also keep your larders stocked, which is essential in ensuring the loyalty of your army.

With the stunning graphics you've come to expect from Bullfrog, Powermonger is a living world of mountains, forests and rivers, sun, snows and rain, where inventiveness and strategic skill can triumph over mere brute force.

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E I





"Better than Populous", Peter Molyneux of Bullfrog, Creators of Populous.

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 Amiga & Atari ST Screenshots
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DOMARK

New moves in DTP • Price war spreads

Calamus divides and conquers

by Andrew Hutchinson

Calamus, the best DTP package for the ST, has had a dramatic price reduction of almost £200, dropping down to £262.50. Signa Publishing, the software house responsible for Calamus, have taken this step in order to make way for the brand new colour version, SL, which appears in Britain towards the end of October.

Calamus SL promises a professional specification to match its professional price tag (between £400-£500). Features include full four colour separation, a Linotype interface and new fonts.

The monochrome version has had a thorough overhaul as well as a price cut. Calamus S now features enhanced text rastering, dynamic outline thickness and a complete dictionary.

But the DTP wars between Signa and arch-competitor Network News Services (as exclusively reported in STF 12) continue. NNS have been selling Calamus for £299 with a set of TOS 1.4 chips,



■ At last! The ST's foremost DTP program can finally handle colour printing

undercutting Signa by a good £100. (You can buy Calamus in the States for just \$170 – about £90!). Frank Shean of NNS claims credit for Signa's announcement: "It looks like we've succeeded in bringing the price down," he told *FORMAT*.

And he has promised that if the new version of Calamus sells at a reduced price in the States then he will ship copies into the UK and sell them at reduced prices. Signa Publishing ☎ 0252 341600; Network News Services ☎ 0375 859103.

■ NNS have just announced that, besides selling Calamus and its competitor Proxima (see STF 13), they will be handling that other heavyweight DTP package, Mirrorsoft's Fleet St Publisher, currently at v3. The program includes Ultrascript fonts, costs £185 and includes comprehensive after sales support. Network News Services ☎ 0375 859103.

THE CALAMUS STORY

- Created in Germany by DMC (see profile, STF 11).
- First shown, to great acclaim, at the enormous German CeBIT show in early 1987.
- Its success was partly due to the simultaneous release of Atari's laserprinter at the same show and it was soon bundled with all Megas sold in Germany.
- A team of 12 programmers worked on it.
- It is said to have over 10,000 registered users.
- Its main user base is in Germany – where the ST is viewed as a highly professional machine and does everything from running factories to producing magazines. A lesson to be learned, we think!

Menzies back the ST

John Menzies, the major high street newsagent chain, is re-introducing the ST to its shops in a move which is certain to lead to increased sales of the ST over the crucial Christmas period.

To make way for the high-value ST, the overpriced Commodore Amiga games machine has been dumped.

"The major reason for going with the ST," a Menzies spokesman told *FORMAT*, "is the lower price point. We feel that we have to have the entry level 16-bit machine, which is, of course, the £299 ST."

The chain has stocked ST software for a number of years, but stopped selling the hardware earlier this year.

The ST Discovery Pack should already have made its appearance

in 41 Menzies stores by the time you read this. This is good news for all ST owners: increased sales

means a wider range of software and an even brighter future for Atari's flagship.



■ The Amiga-thrashing ST Discovery Pack is back at Menzies – offering a 520 STE, First Basic, STOS, and Neochrome for £299

Atari start UK tour

Atari are hitting the road with third party companies and touring Britain during October to promote their products.

They will be demonstrating ST hardware products, including a desktop publishing system, the Mega ST, MIDI and music synthesis, genlocking and the brand new super fast TT. Other companies taking part include Microdeal, Mirrorsoft and Third Coast Technologies. Atari user groups will be present as well as a number of visiting celebrities.

You can catch the road show in mid-October: cities on the itinerary include Edinburgh, Newcastle, Leeds, Liverpool, Bristol and Birmingham. Check the local press for details of dates and venues.

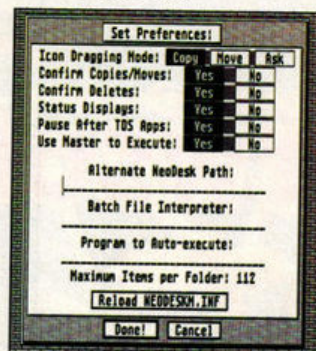
Neodesk takes 3

Neodesk, that popular substitute Desktop environment for the ST, has updated to version 3. Neodesk is successful because it deals with some of the more annoying features of the standard ST front end.

Improved icons, file moving, easy and fast formatting and a built-in RAM disk were added to version 2.05, and v3 has further improvements including desktop notes, macros, file clipboards and split windows.

The program is simply installed on your usual boot-up disk and from then on does away with GEM completely.

Neodesk v3.0 is available from GST Software, Meadow Lane, ST Ives, Huntingdon, Cambridgeshire, PE17 4LG ☎ 0480 496789 at £39.95.

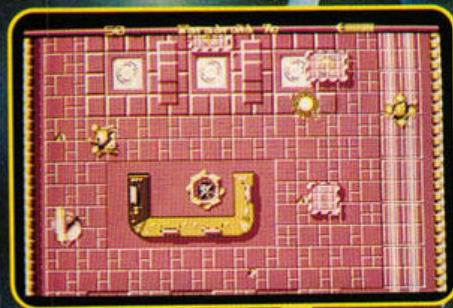


■ The enhanced Neodesk v3.0 includes extra features such as clipboards, Desktop notes, macros and split windows

PARADROID



ATARI ST SCREEN SHOT SHOWN



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Shopper is on the way to Wembley

Barely is the massive Earls Court CES show over than another one looms over the horizon. Prepare for the assault on the senses that is the Computer Shopper Show, all set for the Wembley Conference Centre, Thursday to Sunday 6-9 December.

The show is a day longer and at a bigger venue than last year, which attracted 26,658 visitors. These moves have been taken, according to organisers Blenheim Database, to avoid the disappointment and frustration caused when the whole thing clogged up and over 3,000 people were turned away.

There are "villages" within the main show catering for ST musicians, educationalists and games players.

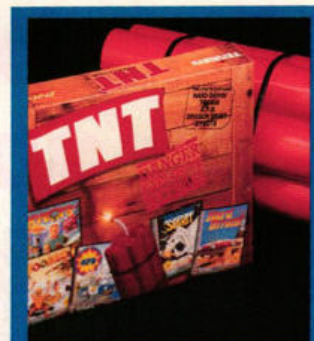
To celebrate the relocation to Wembley, the show organisers



■ The Wembley Conference Centre, new home for the three day expanding Computer Shopper Show on 6-9 December

have arranged for an *ST FORMAT* exclusive competition that will see one lucky blighter dashing round the stands of the participating exhibitors stuffing a shopping trolley with highly desirable items. Details and entry form in next month's *ST FORMAT*.

■ Participating ST exhibitors include A&S Distribution, Advantage, Bits 'n' Bytes, Blackstuff, Care Electronics, Caspell Computer Services, Computer Manuals, Database Software, Digita International, Dowling Computers, Evesham Micros, GFA Data Media, GST Software, HiSoft,



■ Two pre-Christmas compilations have been released by Domark: *Hard Drivin'*, *Toobin'*, *APB*, *Dragon Spirit* and *Xybots* are collected in the £30 TNT compilation; and *Hard Drivin'* (again?), *Chase HQ*, *Turbo Outrun* and *Powerdrift* feature in the *Wheels of Fire* compilation. Domark ☎ 081 780 2222.

MD Office Supplies, Mediaware, Media Direct, Media Value, Miles Better Software, Mutant Software, NASA Promotions, Public Dominator, Riverdene PDL, SDL, The Software Squad, TurboSoft and, last but not first, Westoning.

Entry to the show costs £5.

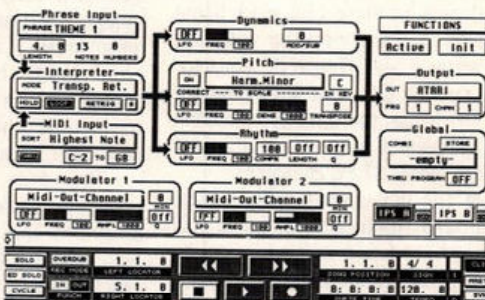
Cue the beat and bass

Evenlope Soundworks' sequencing package *Cubase* has just been updated to version 2, adding WYSIWYG score printing, an interactive phrase synthesizer, improved score edit and auto quantise, delete rests, enharmonic shift, program and volume columns in track list, and the ability to throw out modules such as the score editor to save valuable memory space.

Owners of the existing *Cubase* software receive the update free, but if you're not one of that happy band you can join the club for £550.

Meanwhile, Steinberg's new MIDI recording program *Cubeat* is also being distributed by Evenlope. The program, aimed at the home ST MIDI user, cuts corners by doing without score printing and editing and advance MIDI management functions. It does however make use of Steinberg's groovy Visual Song Processing which makes recording and editing your

song a cinch. If *Cubeat* sounds like music to your ears then bung £285 Evenlope Soundworks' way for a copy ☎ 0993 898484.



■ Boom bang-a boom bang-a boom boom: *Cubase* and *Cubeat* making big noise, ah yeah!



■ No sooner has the amazing *DeluxePaint* arrived on the ST (see page 20 for the exclusive review and the Cover Disk for the fully useable demo), than along comes a suite of programs to make use of it.

RealThings animation enables you to create spectacular scenic backgrounds and animals such as horses and birds that can be moved around to great effect.

The *RTST AnimKit Sampler* is available direct for £7.95 from RTST Sampler, RGB Studios, Gables, Buxted, E Sussex TN22 4PP. Credit card holder can call 24 hours a day ☎ 082 581 2666.

Please note that the demo requires a double-sided drive and 1MByte of memory is recommended.



■ Elite have just acquired one of the year's big licences: *Gremlins 2*. So get ready to follow those nasty Gremlins who sprout out of Gizmo's back. (Elite would probably rather not be reminded that their last licence, *Ghouls 'n' Ghosts*, took two years to emerge, so we won't mention it, hardly)

Carebear samples the sound of MIDI

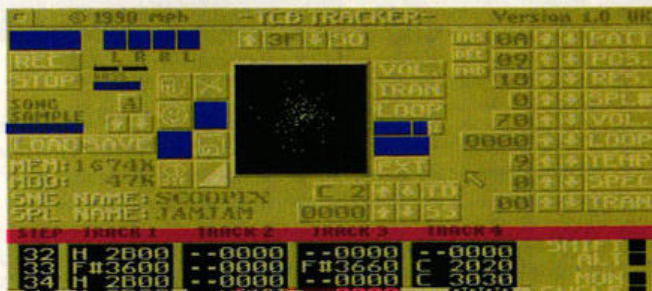
Anders Nilsson, the musician responsible for the excellent *Carebears* demos, has just written *TCB Tracker*, a music program that could just be the best ST music package ever.

Tracker has a superb graphical front-end which enables you to tweek music while it's playing. The program plays four samples concurrently at 10Khz, with pitch and duration displayed scrolling up a window at the bottom of the screen.

The program, which takes up a mere 30% of the processor time on an STFM and just 15% on an STE, and has an Amiga games machine mode which plays back samples from the Amiga games machine at their original 8.3Khz. There's also professional standard built-in drum beat software and 16 samples included.

The fully MIDI compatible program enables you to use it as a slave sequencer controlling other STs and keyboards in perfect harmony. What's more your music can be recorded in real-time or step programming. When the notes have been entered tracks can be transposed and edited while the music is playing back and you also have complete volume control.

Once you've created your music you can use a converter program supplied with the software to play it back through GFA Basic or its ilk. *TCB Tracker*, which was first shown at last month's CES Show costing £49.95, but is available for a tenner cheaper direct from MPH Computers, 10 Chandlers Court, Eaton, Norwich, NR4 6EY ☎ 0603 503382.



■ Music to your ears – and eyes: Carebear Anders Nilsson has turned out what may yet be the best ST music package ever

ST goes to war

■ Forced to use a PC at work? Unable to bring your work home with you and work on your ST? Vortex's new *ATonce* PC emulator could be just what you're looking for: it has the best specification and fastest performance of any of the recent ST PC emulators.

■ The emulator is a full 80286 board running at a Norton CI rating of 6.6. It is fitted inside the ST and sits on top of the 68000 central processor chip. If your 68000 is soldered directly to the PCB then you need to have the board professionally fitted by Silica, the importers, at an additional cost of £34.

■ The emulation software has just been updated to version 1.4 to take advantage of the new 1.44 MByte disk drives and to provide higher compatibility with genuine 80286 systems. So *ATonce* can now run unrestricted in PC Protected mode, vital to software such as *Windows 3.0*. *ATonce* costs £199 from Silica Systems ☎ 081 309 1111.

■ Gasteiner have dropped the price on their PC emulators. *AT-Speed* is now £239.95 and *PC-Speed* £179.95. These boards also sit inside your ST, but Gasteiner only charge £20 to fit them ☎ 081 365 1151.

Format extras

In a month which sees *ST FORMAT*'s audited circulation grow by nearly 20% to 50,246 (just thought we'd mention that – you never know, it might be worth a pay rise!), two new items associated with the magazine and the people who put it together have been announced.

The first is a two-disk collection packed with graphics programs and utilities, compiled by none other than *FORMAT*'s very tall Technical and Cover Disk Editor Neil Jackson (the ugly mug

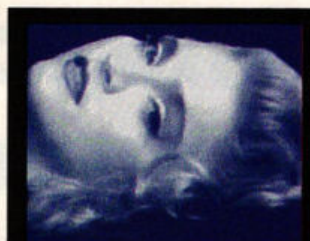
on last month's cover). Cost: £9.99 (see page 158).

The second item is a book written by our very own Deputy Editor Mark "Seen It, Loaded It, Marked It Out of Ten" Higham, that aims to be nothing less than a complete guide to all things ST. (You can get a flavour of it by reading the booklet that came attached to this month's cover.) The book costs £11.40 (including p&p), or £13.90 with two disks full of PD software. There's an order form on page 84.



■ If you're lucky enough to own Yamaha's £2,000 SY77 synthesizer then Steinberg's new *Synthworks SY77 Editor/Librarian* program enables you to get at the synthesizer's enormous array of functions.

The program includes a *DX/TX7/DX7II/TX81Z* sound translator utility enabling you to transfer sounds onto the SY77. Sound creation features include a Quadratic mixture and Mosaic creation. The library section enables you to store banks, sounds, multi sounds, sequences, and tuning tables. *Synthworks* costs £165 from EvenNode ☎ 0993 898484.



■ We've always maintained that only the best people use the ST. Now the point has been proven with the news that no less a demigoddess than Madonna herself has been using STs during her 1990 world tour.

■ Her chosen machine is the *STACY*, the portable ST, on which the back-up crew run *Dr T* software. It's used to trigger samples of her backing vocals as well as a lot of the sound effects.

■ Halfway through her "Blond Ambition" set one whole number is performed by the ST and a selection of MIDI synthesizers.

short stories

■ The latest update of *K-Spread 4*, the popular spreadsheet, which costs £129.95, features multiple fonts for headings, labels and comments and improved presentation features including custom designed invoices, quotations and accounting forms.

■ In addition there's a special teletext version costing £149.95, enabling information such as share prices to be downloaded directly into the spreadsheet. A timer function enables you to do this at specific times of the day, meaning you don't actually have to be around to press the buttons. *K-Spread 4* and *4T* are only available direct from Kuma Computers ☎ 0734 844335.

■ Lantech have released a local area network system for the ST. The American set-up enables you to access floppy, hard and RAM disks as well as Centronic printers. The system uses coaxial cable and units plugged into the cartridge port so that data can be transferred at a speed of 10 Megabits per second.

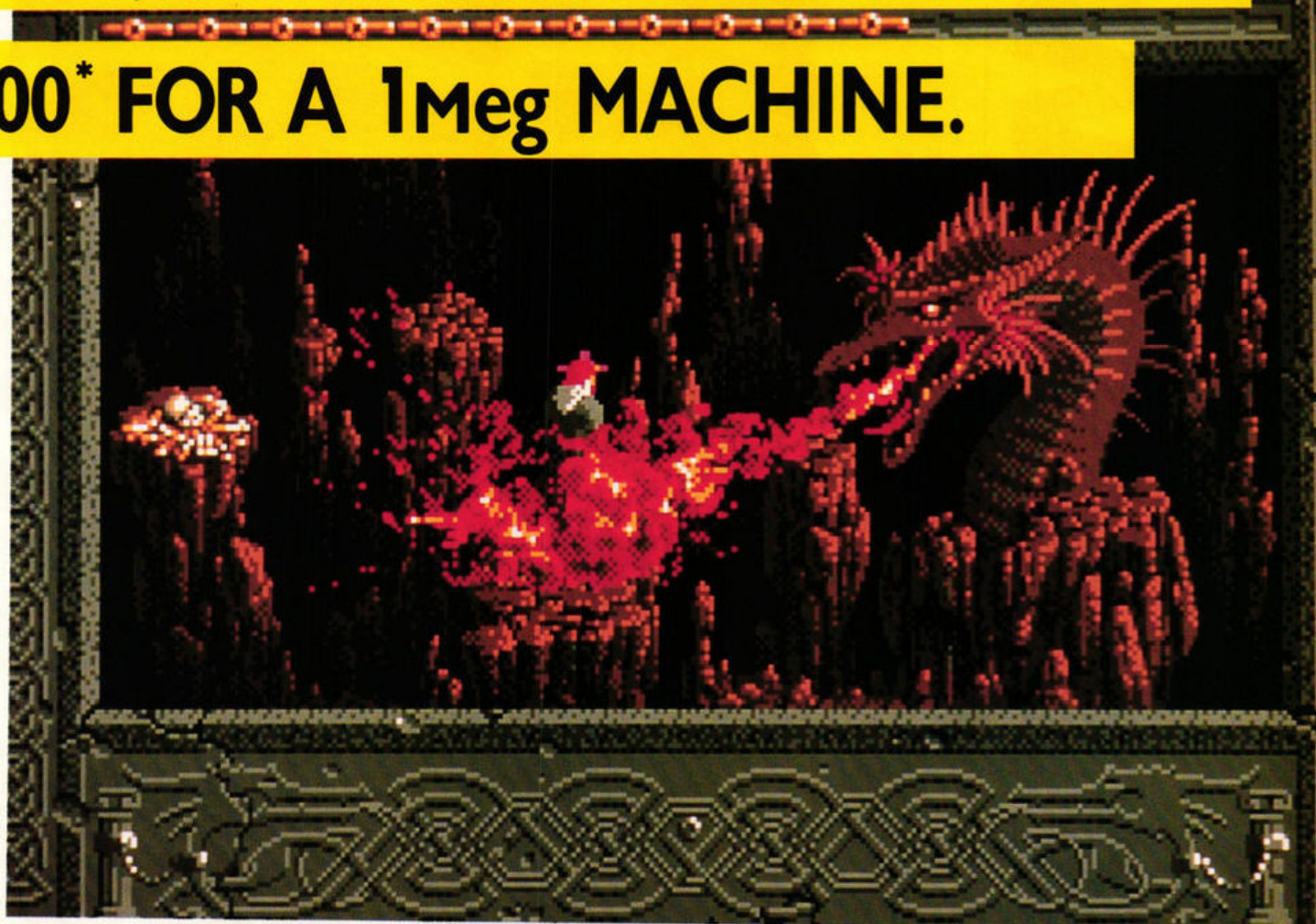
■ Lantech LAN costs £374.99 from Ladbrooke Computing ☎ 0772 203166.

■ The first ST multimedia program has arrived. *HyperLINK*, a managing/database/word processor incorporates graphics, sound and data into a single attractive bundle.

■ The program can manipulate an Atari CD-ROM unit and access a series of modules including graphics, sound and speech. The program is fully compatible with *dBASE IV* and includes a custom windowing feature.

■ *HyperLINK* is available from the end of October directly from JMG Software International in the United States ☎ 0101 416 575 3200.

**YOU'LL NEED IMAGINATION,
SKILL, DARING... AND ERR...
£100* FOR A 1meg MACHINE.**



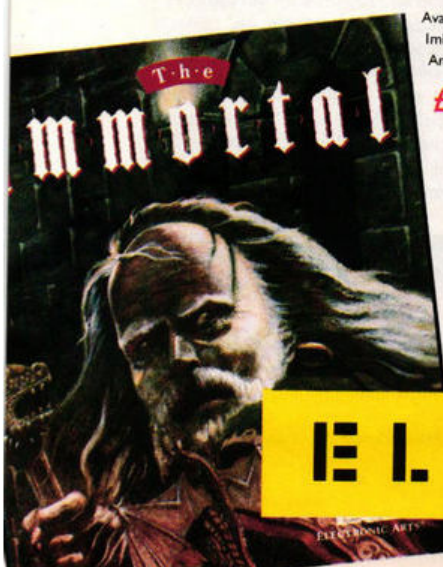
* £100 is the estimated cost to upgrade your Amiga or ST from 512k to 1mb.
If you already have a 1mb machine it won't cost you anything more but the price of the programme!

It's a sad fact of life that only the fortunate few will ever get to experience Will Harvey's masterwork - The Immortal.

Still, those of you who are lucky enough to possess 1mb equipment or a monstrously generous maiden aunt and a birthday coming up, you're in for a rare treat.

Using a uniquely realistic three quarter angle, you are lead through eight levels of labyrinth in a quest to find your long lost teacher Mordimar. In a world of intrigue and betrayal, mystery and blood curdling violence, you are pitted against the most ghoulishly lifelike opponents you'd never want to meet.

All in all, this is one dungeon challenge that no true enthusiast can afford to miss - no matter what the cost.



Available end of September.
1mb RAM required.
Amiga/Atari ST.

£24.99

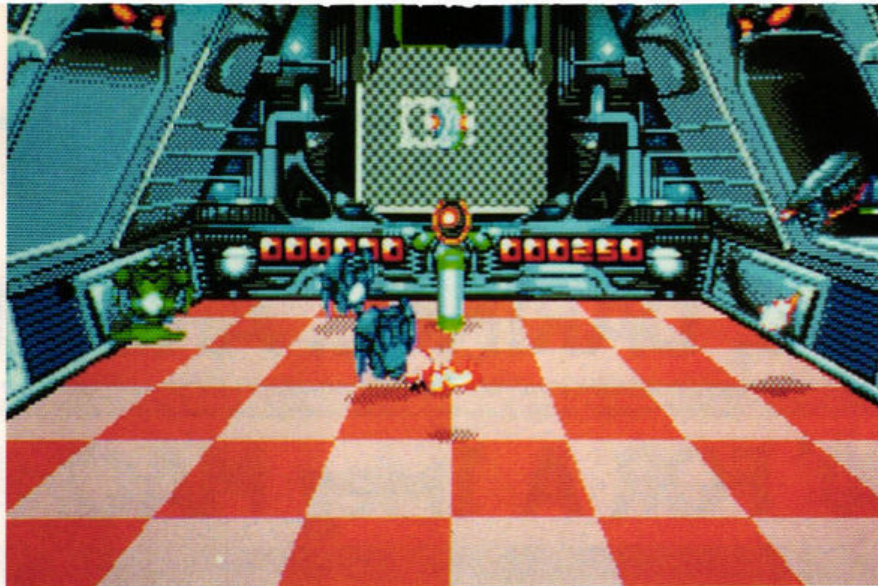
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Electronic Arts, 11-49 Station Road, Langley, Nr. Slough, Berks SL3 8YN. Tel: (0753) 49442. Fax: (0753) 46672.

www.stormal.com

previewS

An autumn avalanche of games is poised to land on an ST near you. Mark Higham, craving novelty, reports on what you have to look forward to



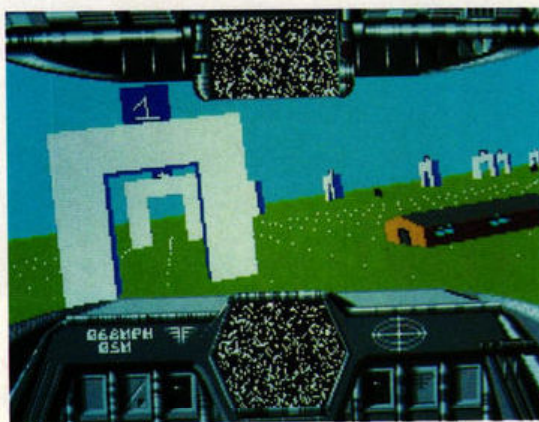
FIREBALL (Firebird)

Channel 4 made alternative sports games a big hit: now Microprose have come up with a sports simulator perfect for a late night TV slot.

Fireball is a bastardised hybrid of ice hockey and *Rollerball* – and is twice as violent. Played on a steel pitch with eight goals, the ultimate aim of the game is not to score goals, but to kill the goalie. Vicious or what? Only the goalie looks nothing like nice Mr Grobelaar, in

fact the goalie's a Salamander and looks more like the Loch Ness monster. A mere glance or whiff of its breath can be fatal.

Instead of an ordinary bouncing ball you play with a seering fireball. Contact with this semi-molten orb is incredibly dangerous so players are kitted out in total body armour. Even the Uruguayans would have a hard time tackling this lot!



■ DUSTER (Mirrorsoft)

Not since Hitchcock's *North by Northwest* has the lowly crop duster reached such heights of fame. Location: a place called Heaven. Date: 3800 AD. The world has become a breeding ground for vicious crop-eating pests with a high mutation rate. As a crop duster you not only have to save the world, you also have to make sure you keep your business chugging along smoothly – talk about Renaissance man!



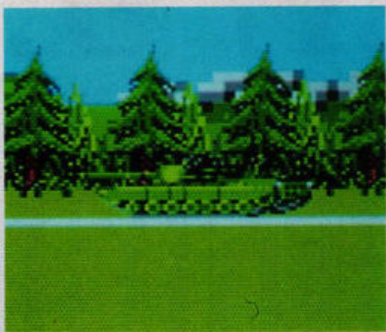
■ FLIP IT 'N MAGNOZE (Mirrorsoft)

Cutesy games completely dominated the summer months, but we haven't seen the last of them yet. Perfectly timed to coincide with the end of the summer drought, *Flip It 'N Nosebag* is a *Flood*-style platform game that involves rushing around collecting water. The game features an innovative split screen enabling two players to battle against each other or combine their skills in a bid to charge through the levels.

LOOM (Lucasfilm/US Gold)

With *Indiana Jones*, *Maniac Mansion* and *Zak McKracken* already on their very impressive CV, Lucasfilm are about to release *Loom*, a straightforward fantasy adventure game with some of the most imaginative visuals of all time. A 30-minute audio cassette, a full colour book and a detailed manual are planned to puff out the game box. *FORMAT* has the definitive and exclusive review next month. Don't miss out!





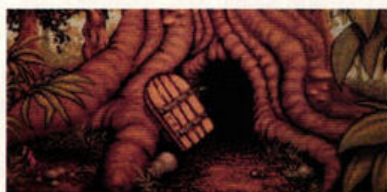
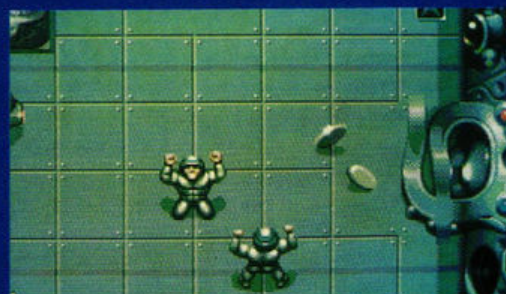
■ TEAM YANKEE (Empire)

Suddenly simulators are where it's at; after a whole squadron of flight sims dropped from the sky, it's now the turn of tanks. *Team Yankee*, an adaptation of Harold Coyle's book, boasts a four-window split screen, each giving you control over a different tank unit. The East versus West scenario is outdated, but *Team Yankee* does its best to open up old wounds.

SPEEDBALL 2

(Mirrorsoft)

■ This is definitely the season for follow-ups, as the Bitmaps bring out a new version of *Speedball*. If you never saw the original, *Speedball* was a contact sport played on a steel pitch with a steel ball where the objective was to be as violent as possible and score lots of goals. A sort of *Fireball* without the slaughter. If you own the original version you're unlikely to see much point in buying this one. Graphics are identical, but you have more weapons to choose from and a larger playing field. The new pitch includes targets, ramps and warp chutes. Crikey! Sounds like the language of a sexual deviant!



■ WRATH OF THE DEMON (Readysoft)

After several games with wonderful graphics and appalling gameplay, Readysoft are turning to games with slightly less wonderful graphics and slightly more absorbing action. *Wrath of the Demon* can't touch *Space Ace* in terms of graphics, but early demos suggest gameplay more than compensates. Slick animation and 13 levels look like making this everything that *Space Ace* never was.



BADLANDS

(Domark)

About time! A car race with a difference. Viewed from overhead, you look at the complete race track as you bid to get to the finish line first. You can customise your car, equip it with missiles to blast your opponents and add shields to protect yourself. *Badlands* is a stylish conversion of the Atari coin-op game and it features a nifty two-player option.



■ FIRE AND FORGET II (Titus)

The car game's novelty wore off when we were bombarded by a host of mediocre racing sims last Christmas. Since then there's been a dearth of four wheel action and Titus feel they've spotted a gap in the market. Producing a follow-up of their last high-speed racer may not be the most innovative approach, but *Fire and Forget II* features a new car which can actually fly. Find out if it's really going to take off in next month's *ST FORMAT*...

CRIME WAVE (US Gold)

US Gold have recently been releasing a string of original games – three cheers for them! – but now it's back to coin-op conversions – boo, hiss! – with *Crime Wave*. Arcade fans probably remember this fairly straightforward (or backward) beat-'em-up. 3D scrolling playing fields and digitised sounds adorn the *ST* conversion.



ROGUE TROOPER (Krisalis)

■ It's back to space for this one, in the company of one of 2000 AD's Super Heroes. Set against the background of a battle between the Norts and Southers (sound familiar?), you charge through a string of levels letting rip with everything you've got. The game design hasn't been completed yet, but it looks as if *Rogue Trooper* is going to be a combination of tough 'n' taxing beat-'em-up/shoot-'em-up action. Not exactly gripping, original stuff, huh?

Presenting PROTEXT 5.0

Five years to the month after Protext version 1 was launched Arnor are pleased to present version 5, an enormous leap forward in both ease of use and performance.

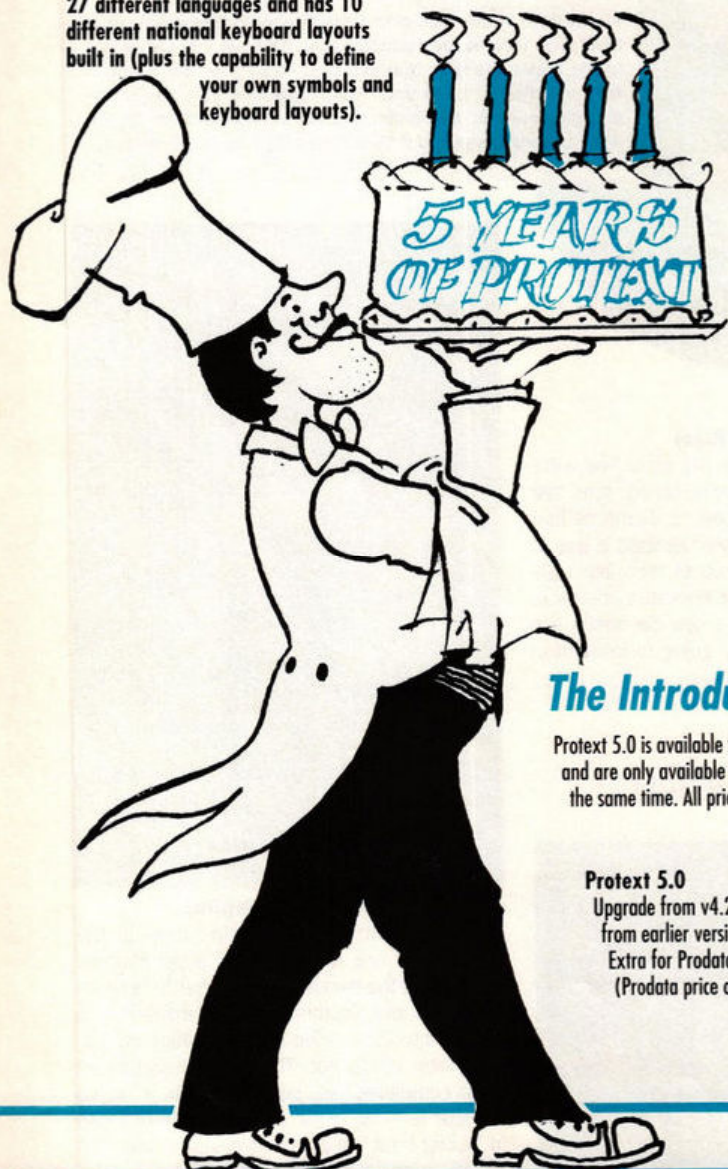
Protext 5.0 introduces a completely integrated system of pull down menus and dialogue boxes. The menus are among the many operations that may now be carried out with either the mouse or the keyboard. Protext really does give you the best of both worlds.

Protext 5.0 handles printer fonts flexibly and accurately. You can make full use of any number of proportional printer fonts, mix them freely within any line, centre them in headers, use automatically formatted footnotes. And Protext correctly formats your text as you type it, no matter how many font changes you use, showing you line and page breaks exactly as they will be printed.

Protext 5.0 is still the fastest word processor around. Even though we have made all these major improvements we have taken great care to ensure that text editing is as fast as ever. The menus work smoothly and quickly even with high resolution displays. But of course, you can use Protext's efficient set of commands and keys just as before and 5.0 remains compatible with all earlier versions from 1.0 onwards.

Protext 5.0 is a worthy successor to version 4, which was described as "the best word processor at any price", "the best text processor on the Amiga" and "the most powerful word processor on the Atari ST" (AUI, ST/Amiga Format, ST User).

Protext 5.0 heralds a new era of multi-lingual European software, in time for 1992 and the opening up of Eastern Europe. Protext may be used in at least 27 different languages and has 10 different national keyboard layouts built in (plus the capability to define your own symbols and keyboard layouts).



The Introductory Offer Prices

Protext 5.0 is available from late August 1990 for the Amiga, ST and PC. These prices are valid until 30 September 1990 only and are only available when ordering direct from Arnor. You can also buy our database, Prodata, for half price if purchased at the same time. All prices fully inclusive. Amiga and ST versions require 1 Mb.

Protext 5.0
Upgrade from v4.2
from earlier versions
Extra for Prodata v1.1
(Prodata price only if ordered with 5.0 new or upgrade)

Aug/Sep	from Oct 90
£125	£149.95
£49.50	£60
£64.50	£75
£40	£79.95



The Features

✧ **New fast & easy to use pull down menu system** with dialogue boxes and alerts; file selector; mouse dragging to set blocks. Menus complement existing commands and keyboard shortcuts, do not replace them. Menus may be used with mouse or keyboard. Amiga version follows Intuition guidelines.



✧ **Enhanced printing capabilities** supports multiple proportional fonts; mixing of different font sizes on the same line; proportional formatting whilst editing; side margin, headers and footers independent of main text font. Tabs, decimal tabs and centre tabs. Extensive range of printer drivers supplied.

✧ **Multiple file editing** - up to 36 files may be open; split screen editing.

✧ **Graphics mode support** on PC allows use in virtually any text or graphics mode including 132 column or 75 line VGA modes; user defined characters and on-screen bold, italics and underlining now on all versions; use of 14 different accents on any character.

✧ **Language support includes** Albanian, Basque, Czech, Danish, Dutch, English, Esperanto, Estonian, Flemish, Finnish, French, German, Hungarian, Irish, Italian, Latin, Lithuanian, Norwegian, Polish, Portuguese, Rumanian, Serbocroatian, Slovak, Spanish, Slovene, Swedish, Welsh. (Recommended printers: Star LC24, HP Laserjet II or later).

✧ **Index and contents** generation. Indexer takes marked words or phrases; contents entries automatically taken from titles wrapped in control codes; many options for style of contents output.

✧ **Spelling checker** features completely new 120,000 word Collins dictionary with very fast phonetic lookup. Anagrams and find word pattern. Foreign language dictionaries (German, Swedish available now, others to follow).

✧ **Many other enhancements** including multi-line footnotes and endnotes; automatic timed save; add column or row of figures; indent tabs; find word at cursor; 40 column mode support; sentence operations; inter-paragraph space; much improved expression evaluator; self incrementing variables; Roman numerals; newspaper-style column printing; file sorting utility with special options for names and addresses; revised manual plus new tutorial guide.

✧ **And don't forget Protext still includes** background printing; box manipulation; macro recording; exec files; headers and footers; find and replace; mail merging; undelete; file conversion utility; configuration program; auto reformatting; on screen help; time and date; typewriter mode; line drawing; disc utilities.

ARNOR

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www.stformat.com

top 40

Bowing to popular demand and downright curiosity, we present the ST FORMAT leisure software charts, as compiled by Gallup



■ **Kick Off 2's** scintillating gameplay and range of options has made it the number one best-selling game in the country



■ **Flight sims** took off in a big way this year led by the very sophisticated **F-19 Stealth Fighter**. Blast that sucka from the sky!



■ **F-29 Retaliator**: the popular beginner's flight sim with a number of fudges to make it easy for non-fliers to get airborne and land

ST full price top 40

- Kick Off 2** £24.99
Anco's astonishing run continues. We loved it! (STF 14: 92%)
- F-19 Stealth Fighter** £29.99
Microprose doing what they do best – making war, not love (STF 12: 96%)...
- F-29 Retaliator** £24.99
... and Ocean bring up the rear with this brilliant beginner's sim (STF 13: 76%)
- Imperium** £24.95
EA get it right again with a brilliant, but complex space trader (STF 12: 87%)
- Italy 1990** £24.99
US Gold get silver in the highly contested soccer war...
- World Cup Soccer '90** £19.99
... just ahead of Virgin
- MidWinter** £29.99
Rainbird hit the heights with a real cracker (STF 9: 96%)
- Flood** £24.95
Those Bullfrog boys do it again with this bizarre platform tale (STF 13: 91%)
- Emlyn Hughes Int. Soccer** £24.99
Audiogenic and Crazy Horse just keep on going forever (STF 11: 75%)
- Rorkes Drift** £24.99
We hated it, but you bought it. Why, why, why? (STF 13: 46%)
- Last Ninja II** – Activision – £24.95 (STF 14: 86%)
- Football Manager II** – Addictive – £19.99
- Metrocross** – Namco/US Gold – £24.99
- Manchester United** – Chrysalis – £19.99 (STF 11: 60%)
- Damocles** – Novagen – £24.99 (STF 13: 94%)
- Drivin' Force** – Digital Magic – £29.95
- Sim City** – Infogrames – £29.99 (STF 12: 92%)
- Greg Norman's Golf** – Gremlin Graphics – £24.95
- F-16 Combat Pilot** – Digital Integration – £24.95
- Impassamole** – Gremlin Graphics – £19.99

- Black Tiger
- Tennis Cup
- Operation Thunderbolt
- Pro Tennis Tour
- Batman – The Movie
- Football Manager World Cup
- Rainbow Islands
- Treble Champions
- Populous
- Archipelagos
- Chase HQ
- Dragons Breath
- Thunder Blade
- Blood Money
- Dragons of Flame
- Hillstar
- Running Man
- Kick Off
- Castle Master
- Leisure Suit Larry III

THE TOP 10 ST BUDGET TITLES

- Italia 90 – Code Masters (£4.99)
- Pro Tennis Simulator – Code Masters (£4.99)
- Grim Blood – Mastertronic (£4.99)
- Targhan – Action 16 (£4.99)
- SAS Combat – Code Masters (£4.99)
- Formula One Grand Prix – Micro Value (£4.99)
- Advanced Ski Simulator – Code Masters (£4.99)
- League Challenge – Atlantis (£4.99)
- Rock Star – Code Masters (£4.99)
- Fast Lane – Action 16 (£4.99)

This chart is compiled by Gallup Ltd © European Leisure Software Publishers Association Ltd 1990. Data is for four weeks ending 11 August 1990.

Dusseldorf '90

By our man with fatigue and the outrageous expense account, Andy Storer

The world's biggest Atari show has just taken place in West Germany and once again the ST's role as the flagship of the company was confirmed. Exhibition space at the Atari Messe in Dusseldorf was sold out two months in advance and the show had to be expanded to accommodate the 200 exhibitors from 16 countries and the estimated 50,000 visitors.

The ST's profile in Germany is a mirror image of Britain; its primary role is as a serious professional machine and less than half a dozen of the exhibitors' stands were devoted to games!

■ On the hardware side, it was difficult not to be impressed by the latest version of the TT, Atari's new "super ST" – even if most of us might find it difficult to justify laying out the £2,000 asking price. As reported in *ST FORMAT* the TT is now running at a very nifty 32MHz, twice its original speed. It has a brand new TOS 3.01 that's currently TT compatible only, but Sam Tramiel said he hoped it would "migrate down to STs in the future." Atari ☎ 0753 33344.

■ There were more developments on the music front including



■ Atari are releasing a new low-cost laser printer, the SLM 605, that has a resolution of 300dpi and is capable of producing six pages per minute. It looks the same as the existing SLM 804 and measures a cool 41 x 39 x 21cm (high). Cost: between £600-800. Atari ☎ 0753 33344

Samplayer, a new 12-bit sampler. Capable of sampling at rates of 44KHz directly onto your hard drive and producing output in stereo sound, it can put your ST at the heart of a sophisticated music system. The package includes hardware and software and costs 1889DM (£900). KWS ☎ 01049 22132 7096.

■ Until recently the only decent thing you could do with the Atari CD ROM unit was look at the parts list for a British jet, but new software for the unit was announced at the show. *Sound Scope* is billed as "The world's first CD ROM music application package for the ST." It combines music and pictures in an effort to improve knowledge of the principles of music. Price is yet to be confirmed. ☎ Australia 0101 612 230 3766.

■ *Maxon Board*, a new turbo board which can improve the speed of your ST by an astonishing 360%, was announced by Macsoft. The board replaces the ST's ordinary 68000 processor with a 68020 chip. Price is yet to be confirmed. Macsoft ☎ 06196 481811.

■ CSS announced the release of *GIGAfile*, a read/write 650 MByte optical disk. The Sony drive has a 90ms access time and uses double-sided 5" optical disks which cost a staggering 700DM (£280) each. The initial price for the system is 9980DM (£4,000) ☎ 01049 23065 2489. **stf**

■ Next month we look in more detail at the hardware and software shown, launched, announced and hinted at in Dusseldorf. Don't miss it!



■ A great deal of interest was generated by the German-developed *Calamus SL*, a colour version of the high-class DTP package (see page 9 for full details). The colour *Calamus* is capable of handling colour images in a variety of graphic formats and importing them directly into a page. Full four-colour separations are possible and it's reportedly capable of handling 16.7 million colours. Already available in Germany, *Calamus SL* will arrive in Britain before Christmas and cost an estimated £400-500. Signa Publishing ☎ 0252 341600

TURN ON, TUNE IN AND GET AHEAD

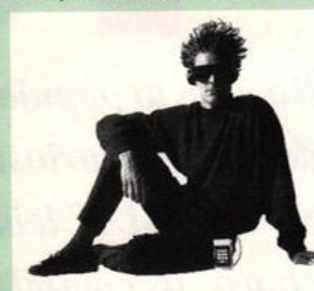
In February this year an American company released a small computer and peripherals boldly called the *Megabrain*. It supposedly induced an intense meditative state conducive to rapid learning. At the show, Mindmachine announced the first ST *Megabrain* which replaces the computer unit with a standard 520 STFM.

Believe it or not the *Megabrain* lulls the mind into a state where you can learn without stress using a computerised audio-visual component system. It's supposed to provide satisfaction "beyond the threshold of normal human intercourse" by combining synchronised light and sound patterns to induce relaxation. The user mentally synchronises to the output and the whole brain devotes itself to learning (man).

The unit consists of a set of

headphones and light-producing glasses with a pair of red LEDs mounted inside pointing directly at your eyes.

The *Megabrain* costs 990DM (£400) from Mindmachine ☎ 01049 02233 72625. The last Stone Roses album costs only £7.99 from your local record store.



■ Cooler than the classroom, sexier than a seminar – the New Age approach to learning

Railway Games for the ST



Experience the challenge of railway operation in the comfort of your own home. If you have an Atari ST capable of medium resolution display you can enjoy these absorbing games.

To avoid any possible disappointment, please note that these are not "arcade" games, but realistic simulations. There are no flashy graphics; the emphasis is on providing you with sufficient information to make the right decisions.

New - Kings Cross then and now!

Traffic Control - Kings Cross 1954 - the old track layout, all steam, with through workings to Moorgate and freights to the south via Faringdon. You choose motive power from that available at Top Shed. A4s, A3s, A1s, A2s, V2s and plenty of N2s and L1s for suburban and empty stock workings. Relive the magic of steam!

Traffic Control - Kings Cross 1990 - Quite a contrast. Almost nothing loco-hauled remains, the electric suburban service is now much more frequent, and Class 91 "Electra" are appearing on Leeds services. Kings Cross is busier than ever - can you handle it?

Some of our other games:

- *Traffic Control: Crewe 1986* - manage the traffic through the remodelled Crewe station layout on a busy day, interweaving local and through trains from six different routes.
- *Traffic Control: Birmingham 1984* - largest so far in this series, and a real challenge! Five routes to be handled in 12 platforms, some of which can be divided to hold two trains. Your task is to fit a 15-minute interval local Cross-City service, and other local services, in between main-line services on the former Midland and North-Western routes, with the added complication of loco-changing on the cross-country routes to the south and west.

Special offer! Kings Cross 1954 and 1990 for only £23. For details see above.

Price £14.95 per game incl. VAT, postage & packing (UK or overseas). Please send payment with order.

Other games available - SAE for complete list. All our PC range are now available for the ST.

SIAM Ltd. (Dept. ST10), 1 St. David's Close, Leverstock Green, Hemel Hempstead, Herts. HP3 8LU



GREMLINSTM 2

THE NEW BATCH



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the new gold standard



We take a look at the full version of DeluxePaint ST, the amazing art package on your ST FORMAT Cover Disk. State of the art or what?

DeluxePaint ST

MACHINE: ALL STs

PRICE: £49.99

FROM: ELECTRONIC ARTS

CONTACT: 0753 49442



DeluxePaint (known to happenin', radical cyber-artists as *DPaint*) was first introduced for that dead old workhorse, the PC, and later made its way into games machine territory by appearing on the Amiga. It soon became a standard by which all other art packages were measured – but not on the ST!

Now the times they are a-changin'. At long last, *DPaint* is available for the ST, STE and Mega and takes full advantage of the environment on those systems. Could it become the definitive art package for your machine too, or has it arrived too late to beat the hold that *Degas Elite* and *NeoChrome* have on ST artists' imaginations?

A close look at *DPaint* reveals some of the features that justly made it famous. The first thing you see is the menu bar containing a whole bundle of icons which you use to select the program's functions. The panel differs from the original and has been extensively redesigned to make life easier.

A simpler approach has been used to enable you to select and modify functions. Clicking the left button on an icon enables you to use that function and clicking the right button on it brings up a sub-menu. The sub-menus

offer you a range of elements to alter the nature of the function itself.

For example, to draw a simple freehand squiggly line you simply left-click on the free-hand draw icon and commence drawing on the main screen. If you right-click the button on the icon, you can select a different brush to draw with, continuous or dotted lines, or a function to create filled shapes which you merely have to outline yourself.

Below the menu bar is the zoom monitor, not a new idea, but one which has been brilliantly implemented. With the monitor turned on, you can see part of your drawing at one of five levels of magnification.

The zoom monitor follows your cursor movements in real-time – you don't need to keep repositioning the frame as you do with *Degas*. As you whizz about the screen, drawing and erasing, the zoom monitor constantly displays the area around the cursor at the chosen magnification level. No selections, toggles or extra key presses needed. Just pass the cursor over the spot to get a closer look.

You can work directly in the zoom window with a magnified cursor for pixel-perfect editing and only then do you move around using the cursor arrows. This enables you to keep all your scribbles within a controlled area, without danger of damaging too much of the whole image. Your current brush does not paint outside the zoom monitor's display until you move it.

DPaint includes a host of other features which you'd expect from any art package. It has the usual line, circle, ellipse, rectangle and

square draw, all with selectable line styles and fill patterns. However, the resulting shape can be used immediately as a brush for painting with, which is incredibly useful. Gone are the days of having to create a brush in a spare corner, cut it out, remove the original and so on. Now you can just select To Brush and pull out that weird elliptical brush you need. When it's complete, it's attached to the cursor and you can go straight ahead and use it.

A feature found on few other art packages is the curve draw tool. It uses the principle of Bézier curves (Bézier was the design engineer at Renault who invented them) to draw any smooth curve you desire. All you need to do is select two end points and two control points. Positioning the end points is easy (using the zoom monitor) and then you can adjust the control points to give you all kinds of curved line.

Other standard art package features that have been enhanced include an airbrush, a fill tool, text entry mode and a custom brush facility. The airbrush sprays multiple colours in varying levels of density over a user-definable area at a selectable flow rate. Sounds complex, but it's actually dead simple to use and produces excellent results quickly.

The fill tools can fill using solid, dithered (a tiny chess-board style) or gradient patterns in any colour. It can map fills around circles and ellipses to give them 3D shadowing and lift them off the page. Gradient fills can use harsh lines between colours or soften gradually to blend in. You can even use the current brush to



■ **Don't cut your throat in desperation!** *DPaint* is here to help you re-touch your digitised pictures. It makes light work of re-mapping colours and quantising



■ **Every picture tells a story and this is the face that launched thousands of copies of *DPaint* worldwide.** Wonder who King Tut's agent is?



■ **Full colour blocks can be cut from your artwork and stretched, reshaped and distorted.** Virtually every art package can do this, but *DPaint* does it faster!

THE FINE ART OF PANEL-BEATING FOR BEGINNERS

FREEHAND DRAW: lets you paint with the current brush. Just move the pointer onto the page, hold down the button and move the mouse to paint

ELLIPSE: press and hold the button where you want the centre of your circle or ellipse to be. Then drag it out and just let go when you're happy

CUSTOM BRUSH: create your own brushes from your drawings by click-dragging a rectangle around the desired portion. You can then paint with it

PALETTE: select and change colours using this. You can make a range of similar colours with SPREAD and then cycle through them to create simple animation

TWEENING: for use in animation. This function pastes the current brush to every frame in the sequence while enlarging, distorting or moving it as it does so

CLEAR: clears the screen in the current foreground or background colour by using the left or right mouse button

THE ARTIST'S PALETTE: click the left button to choose any of these as the current foreground colour or the right button for the background. The small two-coloured square shows both the current colours. All drawing operations use the left button for foreground and right for background

CURVE: click on a start point, two mid-points and an end point. You can move any point by dragging them with the left button. Hit the right button to draw the curve

FILL: click the button on any area you want filled with the current colour. The fill stops when it reaches an edge or a pixel of a different colour

UNDO: the desperation button. Click on this to undo the last operation you did. If you've messed up, don't press the mouse button on anything else but this!

MIRROR: create kaleidoscopic effects by reflecting your drawing around the screen using horizontal, vertical or diagonal mirrors

DISK OPERATIONS: controls all loading and saving via sub-menus. A resident disk utility saves you from having to leave the program to format and copy files



STRAIGHT LINE: draw lines by placing the pointer at the start point, pressing and holding the button and dragging the pointer to the end position required. Let go to draw

AIRBRUSH: move to the specific area you want airbrushed and hit the button. A random airbrush spray effect follows wherever you move the pointer

BRUSH MODE: all kinds of special effects can be selected, from smearing to colour-cycling. The effect is active when the icon is highlighted

STENCIL: this allows you to fix part or all of a picture so that it cannot be erased accidentally. You can draw over a stencilled image and clear it without worrying about your earlier work

ANIMATION: control the playback direction and speed of your animation with this icon. You can also use it to add and delete frames in the full-priced DPaint program

RECTANGLE: press and hold button at the corner of your desired rectangle, drag it into shape and let go when it's the size you want

TEXT: write on-screen with the current font by clicking the button at the desired position. Type away and hit the right mouse button when you're done

MAGNIFY: click on any area of the screen to display it in the zoom monitor. There are five different levels of magnification

GRIDLOCK: for precise work you can create a grid which guides your pointer. You can choose any grid size you like by dragging it out like a rectangle

CONFIGURATION: displayed when the program loads, this menu enables you to access the STE's palette (if you can't), quit the program and see the programmers' credits

create a fill pattern and then use that to fill with.

Custom brushes are created and distorted by skewing, doubling, halving, rotating and shrinking. You can cut brushes in any shape, just by drawing around part of your image.

Text control is superb, enabling any size of font to be loaded or saved in single or multiple colours and inter-character gaps (kerning) to be tailored to suit.

DPaint has an amazing FX button which enables you to change the way paint is laid down on your image. You can smear colours and paint in cycling colours as you can in Degas, but there are other effects like Plus

Cycle, Half Smear, Smooth, Tint and Blend to create different styles. Understanding some of these can take some doing, but once you've cracked them, you wonder why all art packages weren't designed with these features years ago.

Last, but definitely not least, DPaint contains a complete animation suite – something not found on Degas, Neochrome or any other art package other than Cyber Paint (which has less flexible drawing tools). DPaint can create long animation sequences from your images, spinning screens, rotating, flipping and distorting brushes and doing all kinds of wacky Quantel Paintbox things.

DPaint successfully combines a huge number of functions from all the best art packages and improves upon them. A short period of familiarisation is necessary, but you soon find you can do everything you did on your trusty old art program. Combining the strength of

common, but improved functions, with new and exciting ones is DPaint's major asset. Nothing has been missed and plenty has been added. If you take your ST artwork seriously, then DPaint is a must. It's undoubtedly going to continue its dominant role as the yardstick for other art packages to be measured against. **stf**



■ The weirdest shapes can be cut out using the carve brush function and then used as an airbrush. Create the most amazing graffiti with the spraycan

FIRST FORMAT GOLD!

Observant readers will have noticed the **FORMAT Gold** awarded to DPaint. This is the first time it has been awarded to non-entertainment software, but from now on we intend to award **FORMAT Golds** to outstanding software that we think is a landmark in its field. Congratulations to Electronic Arts and DPaint for being number one!

FORMAT RATINGS

DPaint/£49.99/Electronic Arts
0753 49442

Features	98%
Masses of handy tools, all modifiable to give just the effect you want	
Speed	96%
Fast, even when using large, cumbersome brushes with loads of colour	
Ease of Use	80%
Takes a while to get to grips with, but is soon mastered. The icons can be a bit confusing	
Results	97%
Superb results – limited only by your imagination	
FORMAT VALUE	96%
A bit pricey, but unbeatable!	

The Competition

Degas Elite £24.95 ⇄ 0753 49442 is less versatile; NeoChrome V1.0 in the public domain ditto; Cyber Paint £49.95 ⇄ 0480 496666 has animation, but is still less flexible than DPaint

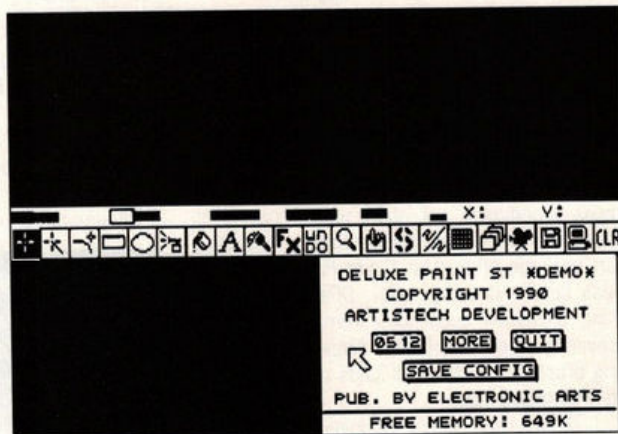


*You don't
need to be
a creative
genius to
use an
ST art
package,*

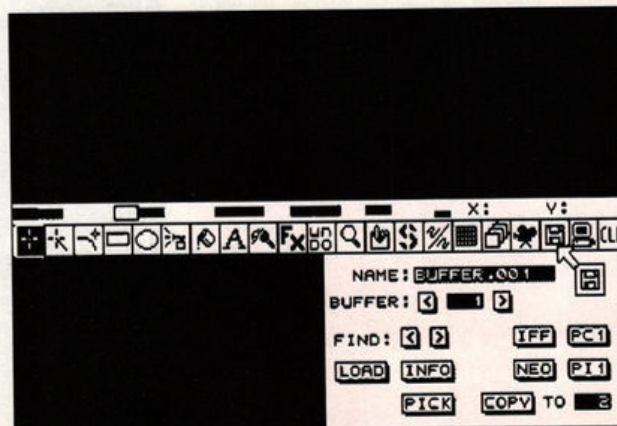
*so load up the
amazing Cover Disk
and follow our
simple step by step
guide to creating
mouthwatering
pictures on your ST*

how to get the most from DPaint

■ Once loaded, all DPaint's main functions are displayed on the menu bar across the centre of the screen. Each icon usually has at least two distinct functions when clicked on (see step 3)



■ Clicking on the disk icon brings up the load menu which controls all the disk-related functions. There's no SAVE option on the demo, but don't let that stop you trying all of DPaint's amazing functions (see steps 5 and 6)



1 Insert your ST FORMAT Cover Disk and switch on your ST. Find the DPaint folder which contains the special demo version of the powerful art package from Electronic Arts.

Copy the entire folder to a blank disk by selecting the DPaint folder and dragging it to the floppy disk B icon. The copy procedure then begins. Follow any on-screen prompts until the folder is successfully reproduced on your new disk. It's sensible to make a back-up of all important programs.

2 Now turn your ST on again with your new back-up DPaint disk in and open up the DPaint folder by double-clicking on it. Inside is the main program and two other folders.

3 Double-click on the main program DPSTDEMO.TOS to load DPaint. You see the Main Menu bar across the centre of the screen. This is the heart of DPaint, containing all the icons you use to control the program. On the right-hand side you see the copyright and configuration display.

4 If you have an STE click on the box marked 512 and it changes to 4096, giving you access to the STE's enormous palette range. If

you an ST, you have 512 possible colours at your disposal, so make sure you check that this box correctly reflects your machine's colour range.



5 To load a picture, move the cursor over the menu bar until it points at the disk-shaped icon – it's the third one in from the right-hand edge.

6 Click on this icon with the left mouse button and a sub-menu is displayed. This shows various information about loading and buffers, but for now just click on LOAD.

A second sub-menu opens and covers the first one. You see the current drive and directory and a black box listing the contents.

7 Double-click on the line which reads "DIR PICS" and a new set of files is displayed.

8 Double-click on the PHOENIX.IFF listing and wait patiently while the picture is loaded. DPaint can load four different file types: DEGAS P11 and PC1, Neochrome, and IFF (Interchange File Format).

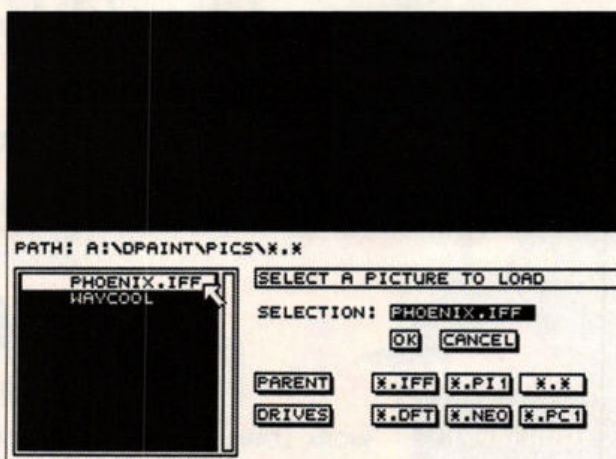


9 The PHOENIX picture is displayed with the menu on top. To the left of the disk menu is the Zoom Monitor.

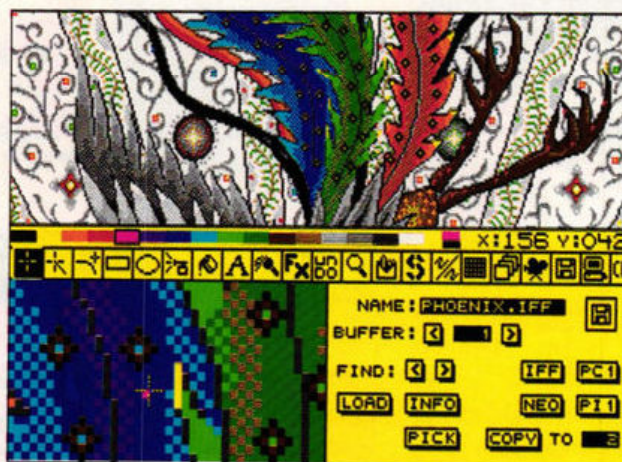
10 Move the cursor around here and it changes to a gunsight-type crosshair with a small square dot attached to it. You also see a much smaller, pixel-sized dot moving around near the centre of the screen. This indicates the corresponding position on the main picture.

Above the menu bar is the Main Page where the drawing is displayed at full size.

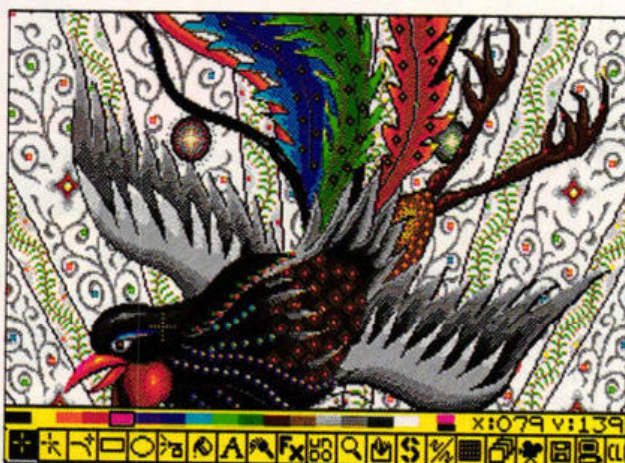
11 Move the cursor over the Main Page and it reverts to the crosshair style. Notice that as you move around the Main Page or the Zoom Monitor, the x and y



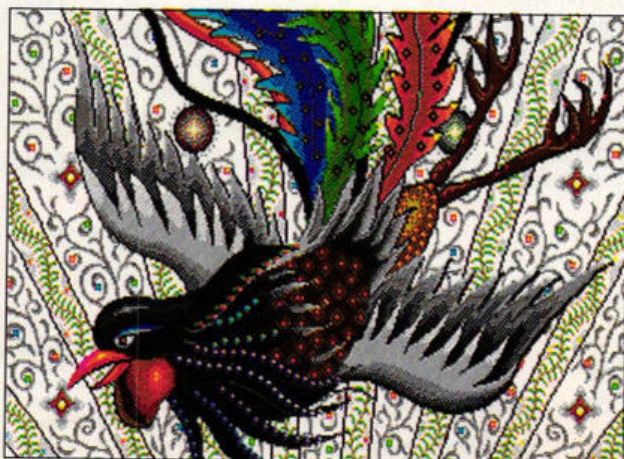
■ Selecting LOAD brings up a sub-menu that enables you to select the picture you want to display. The demo includes a sample .IFF picture for you to experiment with. Click on its name in the directory (see step 6)



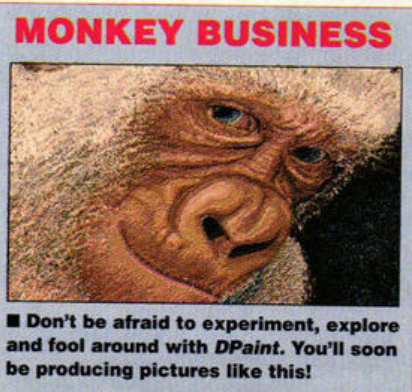
■ After loading a picture it's displayed with the menu and zoom monitor on top. You can work directly on the whole screen even with these visible. The rectangle on the right shifts the screen up and down (see step 9)



■ If you prefer, you can select the small menu by using the return key or the magnifying glass icon. This gives you more space to work in. Selecting a sub-function automatically reverts it to full size (see step 13)



■ Press the space bar to remove the menus and view your finished handiwork in its entirety. The space bar acts as a toggle, so if something still needs tweaking you can easily recall the menu and adjust it (see step 14)



■ Don't be afraid to experiment, explore and fool around with DPaint. You'll soon be producing pictures like this!

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➤ coordinates are constantly updated on the menu bar.

At the moment it's only possible to move around the top half of the PHOENIX picture, because the rest of it is hidden under the menu bar and Zoom Monitor. To scroll the picture up and down there's a small yellow rectangle on the far right of the screen, next to the sub-menu.

12 Drag this up and down to gain access to more of the picture.

13 Click on the Magnify icon which is the tenth from the right on the menu bar. This redraws the picture with the menu bar across the very bottom of the screen.

14 Hit the space bar and the full picture is visible. To bring the menu bar back hit space again. The space bar and the return key toggle between the various menu styles.

15 To draw over the picture click the left mouse button on your chosen pen colour displayed in the menu bar.

16 Click the left button on the icon furthest left of the menu bar, freehand draw.

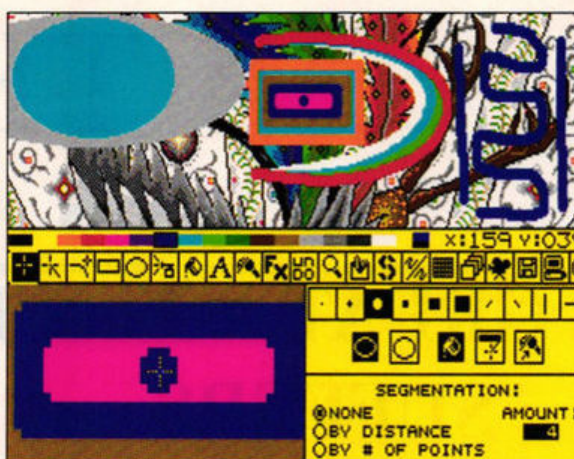
17 Scribble away to your heart's content. Experiment with the other drawing functions by selecting them with the left mouse button. Using the right button brings up a sub-menu for each command, enabling you to tweak some of their features. When you're through, clear the screen by clicking the right button on the icon marked CLR on the menu bar.

18 Select the disk icon as you did before, bringing up the disk sub-menu. Open the PICS folder once more, but this time select WAYCOOL from the list.

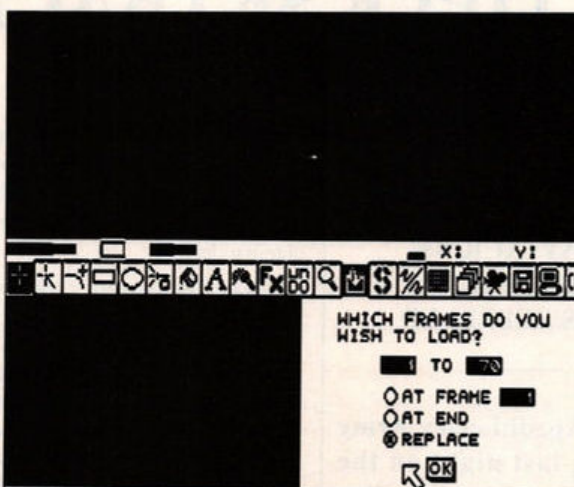
Another menu is displayed, asking where you want the animation frames loaded. Select REPLACE and click on OK.

19 Click on the movie camera icon which is the fourth from the right-hand side. This brings up another sub-menu which enables you to control the animation.

20 Select LOOP, followed by PLAY and sit back and watch the action. With a bit of practice (and the full-priced complete version of DPaint) you too can create and save animated masterpieces like this. *stf*



■ Use the freehand draw icon to draw on the picture. By selecting the appropriate icon you can also use circles, curves, boxes and ellipses, along with a palette colour from the main menu (see steps 16 and 17)



■ You can splice animation sequences to frames which are already in memory or you can over-write them. The demo animation is called WAYCOOL and contains an enormous 70 frames (see step 18)



■ The movie-camera icon controls the playback, looping and speed of the animation in memory. PONG is not a foul smell... it's a way of repeatedly showing animated sequences backwards and forwards (see step 20)



■ A taste of the demo. For the full flavour, follow the tutorial and load up the animation sequence which came with the Cover Disk. Master DPaint and you'll be producing your own pictures and sequences in no time!

DPaint ARTEFACTS

DPaint is currently on offer at a special introductory price of £49.95 from Electronic Arts ☎ 0753 49442.

Don't forget to enter the brilliant DPaint competition on page 49 that could bag you a sleek, highly sophisticated Canon camera!

Readers new to the wonderful world of ST graphics should check out the blatant exhibitionism on display in the *Kandy Kolorod Tangerine Flake Streamlined Picture Show* on page 110 for inspiration and everyone should send their pics to Art Gallery, ST FORMAT, 30 Monmouth Street, Bath BA1 2BW, making sure you tell us which art package you're using.



THE



No. 59,967

LATE LONDON EDITION LONDON WEDNES

THE GREAT ASSAULT SUFFERS MULTIPLE SETBACKS

BAD WEATHER DELAYS TROOPS

MASS ATTACK BY AIRBORNE TROOPS REPELLED

The Allied Expeditionary Army was fighting last night on the beaches of Normandy after attempting the greatest operation of its kind in history.

Heavy casualties were suffered at sea from German shore batteries, and the attempted air invasion was aborted as parachute troops were engaged and shot down as they landed.

Mr. Churchill announced last evening that the sea passage had met with "far greater resistance than had been anticipated" as the

weather in the English Channel deteriorated rapidly, slowing the Allied Forces' progress as they met not the "stiff resistance expected, but a much stronger, and aggressive posture" adopted by German commanders.

German forces were expected only to defend the Fortress of Europe in the face of the concentrated Allied attack on the narrow Cherbourg peninsula. Their tactics of meeting the Allied attacking hordes with split forces on multiple fronts is a reversal of the strategy anticipated, illustrating the flexibility of the Axis forces' battle plans.

Orders issued by the German High Command have shown the highest degree of thought and planning, as far down the chain of command as those given to individual battle units. The front-line units have high morale and are showing great experience in resisting the Allies' invasion. They appear to be utilising the battle tools at their disposal to maximum effect.

It is imperative that the leaders of the Allied Expeditionary Force modify their invasion plans. It is fortunate that, very soon, Rainbird will give them the means to do so.

ATTEMPTED LANDINGS STALLED

A statement issued from Supreme Headquarters, Allied Expeditionary Force, yesterday, read:-

COMMUNIQUE No. 1

Under the command of General Eisenhower, allied naval forces, supported by light airforces, attempted to land allied armies this morning on the north-western coast of France. Early reports tell of heavy losses in the face of aerial and land based bombardments by Axis forces.

THE KING'S VISIT TO SUPREME H.Q.

BEACH-HEAD REPORTS

The King visited General Eisenhower at Supreme H.Q. Allied Expeditionary Forces yesterday afternoon. He was accompanied by Mr. Winston Churchill, as Minister in Attendance. The King and Mr. Churchill also visited Air Chief Marshal Sir Trafford Leigh-Mallory, C.-in-C., at his H.Q. of the Allied Air Forces.

The King and the Prime Minister drove together from Buckingham Palace immediately after luncheon, which Mr. Churchill had taken with the King. At the H.Q. the King and the Prime Minister talked to high officers directing operations in the field, and were shown the expected effects of the one hundred variables governing the outcome of the invasion. They were also shown reports coming in from the beaches, and discussed the Production goals which have been set towards building up the ports of Southern England.

ALLIES' TACTICAL MISTAKES

From our Special Correspondent in London

It was becoming apparent in London last night that Allied commanders may well have underestimated the potential of the German Forces, and made serious tactical errors in drawing up their initial battle plans.

OTHER CAMPAIGN NEWS

Mr.Churchill's Two Statements	- 5
General Eisenhower's Messages	- 5
Organisation of the Invasion	- 6
Our Military Correspondent's Comment	- 6
On Board a British Troop Ship	- 7
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Special Services in St. Paul's	- 7
Worry in America	- 8
Dejection in Moscow	- 8

SPECIAL ARTICLES

Mr.Churchill warns of "BETRAYAL"	- 7
After Operation Overlord: "STARLORD"	- 8
For Brave Arctic Explorers: "MIDWINTER CONTINUES"	- 8

BROADCASTING: PAGE 8

Army Awards	4 & 8	Imperial & Foreign	3
Auctions To-day	7	Naval Awards	8
Commercial Gazette	9	Parliament	2
Court Circular	7	Roll of Honour	7
Crossword Puzzle	8	Sporting	2
Ecclesiastical News	7	The Times of 1844	7
Entertainments	8	Wills & Bequests	7
Finance	9 & 10		



They must now reassess further lines of action in order to take full advantage of the flexibility at their fingertips.

The 'Atlantic Wall' of resistance built by the Germans cannot apparently be surmounted by the single unit attacks launched against it under prevailing conditions. Allied forces are preparing to switch to multiple front attacks with a heightening of aggression. The concentration on viewing the battle at Division Level must be widened to encompass a greater degree of Group Level strategic planning.

Even if such last minute switches in the battle equations prove wise, doubts are surfacing in London over the Allied Forces readiness to encounter all sixteen terrain types if a successful beach-head is established.

Allied command has extensive knowledge of all 'special squares' along the French coast. These are points of major strategic importance such as ports, towns and fortifications. They are gaining up to the minute information on local temperature, climate and wind direction, in addition to the potential capability and strengths of the Axis production ports.

Keeping track of all the factors within the conflict is being made easier by the constant updating of battle reports dispatched from the front, and the inputting

of this information into sophisticated pre-drawn battle plans.

So that the early losses which have been suffered may be reversed, and the threat of German counter-invasion may be repelled, Supreme Allied Command are adapting those battle-plans in their Master Control Panel, thought to be a body of men comprising the finest military brains available worldwide.

WAITING FOR THE WORD A VAST GATHERING

FINAL MOVES TO THE SEA
From Our Special
Correspondent
An English Port, June 5 1944

The time has come. All we await now is the word to go forth and strike the terrific blow in Western Europe, of which General Montgomery writes in his valediction to the assault troops under his command. When this despatch appears that blow will have been struck; and as one gazes out over an anchorage of fond remembrance in which, framed by the

sweep of England's green shore, countless invasion ships lie at their stations, the mind recoils from the dimensions of it all.

For those tight packed ships represent only one of the rivers of men and machines that all along the coast are pouring out into the sea. Four years ago, almost to the day, the tide of water had flooded from the east into the French channel ports before swirling back on Paris and far beyond. Now the tide has turned, and in this suspended moment of history the first mighty wave is gathered before it crashes down on the enemy's beaches. And the near observer gets no more than the fleeting, awesome glimpse of it that a solitary swimmer would have of a great breaker in an angry sea.

THE MIGHTIEST REWRITE IN HISTORY

The mightiest of all time - such phrases come glibly but say very little. Words, indeed, pale before the vastness of the reality; attempts to convey the sheer depth of strategy fail in prose. To experience is to understand - Nations at War.

Borne of a classic, the original UMS. Imitated but never surpassed. Until now. This fragile planet for which man fights is mapped with precision. From the war-clouds enfolding our Earth to the bloody battlefronts of vulnerable flesh, this is a truly Universal Military conflict. Such an abundance of changeable parameters has never governed the activities of Nations at War before.

War has winners, but this is no game. It is the greatest wargaming utility. To encompass the the changing political, economic, climatic, geographic and human factors was the Intergalactic goal. At last, perfection is achieved.

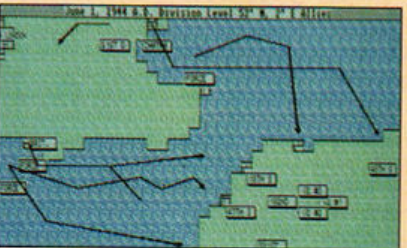
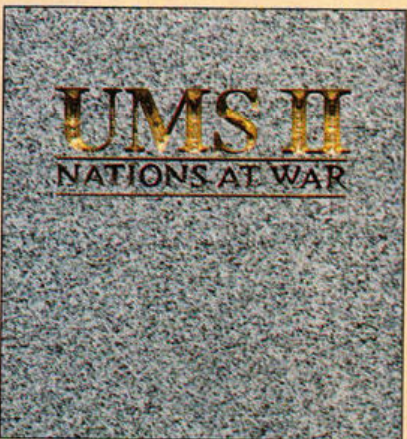
Learnt from the lessons of history, from the crusades of Alexander to Napoleon's quest for Europe and beyond, here is the knowledge, requiring only the skill of a would-be Commander of men.

As Allied Supreme Command struggle for the means to reverse the error of their ways, up to fifty people sit down in the hope of rewriting history.

They now have that ability.
UMS II - Nations at War.



UMS II - Nations At War - incorporates three scenarios, comprising the Assault on Fortress Europe, the Crusades of Alexander the Great, and the Napoleonic Wars. Developed by Intergalactic, the award winning programmers of the original UMS, in conjunction with Rainbird, the Masters of Strategy, UMS II will be available for your Commodore Amiga, Atari ST, IBM PC and compatibles and Apple Macintosh.



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LONDON CODE FINDER – don't know your 071s from your 081s? Let your ST do the walking!

GEN-LOCK – pin up your favourite Degas pic and brighten your Desktop!



Side 2

DELUXE PAINT ST – get quick on the draw with this exclusive demo of the world's most acclaimed art package (see review/tutorial on page 20)

MUZAK – background music for your ST. Turn on, tune in, and get into those elevator blues!

ST DISK CATALOGUER – put your collection in order with this amazing, automatic librarian!

C TUTORIAL – last instalment of Warwick Grigg's comprehensive beginner's guide to C

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TAKING SIDES

Sadly, the earliest 520STs were fitted with single-sided disk drives, meaning they can't read double-sided disks... until now. The ST FORMAT Cover Disk has been specially prepared to enable all ST owners to at least read Side 1.

WHO GETS WHAT?

Thanks to the non-standard, quart-in-a-pint-pot disk format by ace technobod Rob Northen, everyone can load and use *Days of Thunder*, *Manix*, the *London Code* accessory, *Quick View* and *Gen-Lock*. Double-sided drive owners are luckier as they can also access the *DPaint* demo, *Muzak*, the *C Series* files and the *ST Disk Cataloguer*.

DOUBLE TROUBLE?

To read Side 2 with a double-sided drive just double-click the left mouse button on the folder named **SIDE_2**. It should open up like a normal folder, listing all the files contained within.

SINGLED-OUT?

If you have a single-sided drive and you try opening the **SIDE_2** folder, then you see an alert message. You're told that the data on the disk may be damaged, but this is just the ST's way of telling you it can't read Side 2. Don't fret, just click on **CANCEL** and you'll be OK.

PROTECT AND SURVIVE?

Before you bung it in, back it up! Accidents can happen and you could lose the lot, so make a copy of the disk and write-protect the original before you put it in your drive to be absolutely safe.



DAYS OF THUNDER

BY: MINDSCAPE

SIDE: 1

MACHINE: ALL COLOUR STs

FOLDER: DAYSTHUNDER

FILES: DOT.PRQ

Action-packed movie-brat Tom Cruise would love this incredible 3D version of his recent film *Days of Thunder*. This amazing demo from Mindscape features American NASCAR Stock Car racing at its most dangerous. Squeal around the banked oval circuit at speeds of 200mph in your souped-up saloon, crashing into barriers and bouncing off the other cars.

This cut-down version is taken from the finished game which features pitstop action, extra circuits and head-to-head races via modem-link.

For now, consider this a series of warm-up laps. Get some practice in and prepare yourself for the chequered flag. After a few laps you get the hang of changing down a gear or two as you approach the tight left-hand bends and kicking them back up as you red-line on the exit.

When you're confident, view the whole lot from afar using the external camera views. With practice, you can drive and produce your very own TV-style race coverage.

STARTING OUT

Double-click on the folder **DAYSTHUNDER** and then double-click on the file **DOT.PRQ**. Wait while the program loads into memory and then de-compacts (the border flickers and rolls at this point, don't worry, this is normal). Control your car using the keyboard, or by a joystick in port 1 if you prefer. The various controls are shown on the right.



■ Cruise like thunder in a NASCAR death-machine. Keep ya shiny side up, ya greasy side down 'n' watch the track ahead!



■ It's all thrills 'n' spills, but one mistake too many and the only place you're heading full-speed to is the wrecker's yard

DRASTIC ACTION

Key	Joystick	Action
Space	Fire	Start game
A	Up	Accelerate
Z	Down	Brake
A+Space	Up+Fire	Gear change up
Z+Space	Down+Fire	Gear change down
<	Left	Steer left
I	-	Instant replay
P	-	Pause game
Esc	-	Quit game
Return	-	Race summary
F1	-	Forward view
F2	-	Rear view
F3	-	Side view
F4	-	Back straight
F5	-	Bank 2 camera
F6	-	Trackside camera
F7	-	Grandstands
F8	-	Sky camera
F9	-	Airship camera
F10	-	Lap speed info



MANIX

BY: MILLENNIUM

SIDE: 1

MACHINE: ALL COLOUR STs

FOLDER: MANIX

FILES: MANIX.TOS

Take the role of a small, yellow (and very obscure) bouncing ball. You have one special skill, apart from bouncing a lot, and that is the ability to change the colour of the ground you're bouncing on. Fortunately this skill is in great demand because your world is plagued by falling bombs that cause the squares which form your world to change to a garish, luminous hue. You can repair the damage they cause and save the world by simply bouncing on the altered squares.

Your task is hampered by plants which freeze the colour of the squares, spikes which pop you, lakes you might fall into and drown in, and a host of other

weird things falling out of the sky. Some of these are good for you, others bad. Time will tell if you can work out what to go for and what to avoid. Oh, and talking of time, each game is against the clock: each level must be completely redecorated before the timer hits zero, or your luck runs out. Good luck and get bouncing!

STARTING OUT

Double-click on the folder MANIX and then double-click on the file MANIX.TOS. The game loads and then goes through its demo mode. When you've got the general idea, select one or two players with F1 or F2 and you're ready to play. Solitary players can use either the joystick or the keyboard, while two player games use both.

The key controls or joystick directions are printed on-screen just before the off, so watch carefully and follow the other hints you're given. Beat the clock and avoid getting punctured or drowned to win the first level and move on to the next one.



■ Your objective is to bounce the yellow ball around on the coloured tiles, changing them back to their original colours



■ Avoid things like the spike which pops up without warning. Land on this and you go whooshing away into the distance



■ If you can turn all the squares back to the right colours, you move on to the next level which has even more nasties!



GEN-LOCK

BY: PUBLIC DOMAIN

SIDE: 1

MACHINE: ALL COLOUR STs

FOLDER: AUTO

FILES: GEN_LOCK.PRG,
STF.PBD & DESKTOP.INF

Gen-Lock is a nifty little program which gives you a brighter, more exciting Desktop by displaying your favourite picture as a backdrop to the filing cabinets and trash can. It uses a standard Degas screen (in P11 format) which must have the file extension changed to .PBD. You can use any picture you like to give your ST that personal look. The file STF.PBD is included to give colour ST owners an idea of the end result.

STARTING OUT

First you must copy the AUTO folder to a blank, formatted disk (if you don't know how to do this then turn to page 101 for beginner's info). Then take your favourite Degas

Elite picture which must be saved as a P11 format, uncompressed picture. Copy this to the aforementioned new disk, but not to the AUTO folder: it must go in the root (A: or B:) directory.

Click on the picture's Desktop icon once to highlight it. Then, using the Show Info option in the File menu, change the last three letters of the filename to PBD (instead of P11). This has to be done so that Gen-Lock knows it's the one you want displayed.

Once that's done, you can reboot the system by hitting the reset button when your new disk is in the drive and you should find that your Desktop has an altogether prettier appearance!



■ The famous ST FORMAT logo comes up on your ST as the Cover Disk boots



QUICK VIEW

BY: D. MIHOCA & I. KOLENKO
(SHAREWARE)

SIDE: 1

MACHINE: ALL STs

FOLDER: QUICKVIEW

FILES: QVIEW.PRG &
QUIKVIEW.DOC

It's frustrating isn't it? You want to find out how to work your new PD program by reading the enclosed text file and it keeps scrolling off the top before you've finished reading it. This is because text files are usually meant to be read in medium or high resolution, even when they're explaining low-resolution programs. So you have to set a different resolution, read the file and then reset to low resolution. A needless and frustrating waste of time.

Quick View can help! Its sole purpose in life is to act as a text

viewer and prevent you from having to mess around with the screen modes. It can read any text file and display it at 80 characters per line, even in low resolution mode. All you have to do is read! You can even scroll backwards and forwards through the document at will!

STARTING OUT

Simply double-click on the file QVIEW.PRG and follow the on-screen instructions. HELP gives you keyboard commands and INFO gives data on the programmers. You can select any text file from the standard directory window which pops up when you press the button marked LOAD & VIEW. After checking that it's a valid text file, Quick View displays your chosen document on screen.

Quick View is a shareware program, which means that you can register as a user. If you register then you get upgrades and extra help from the programmers, so if you find the program particularly useful, it's well worth doing.

DON'T BE DUMB!
BACK-UP YOUR COVER DISK NOW!
How? See page 32

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LONDON CODE FINDER

BY: THE COLONS (PUBLIC DOMAIN)
SIDE: 1
MACHINE: ALL STs
FOLDER: LONDONCO.DES
FILES: LONCODE.ACC & LONCODE.RSC

British Telecom have recently been responsible for much anguish and confusion. We've been subjected to Maureen Lipman extolling the virtues of running up a huge bill, Buzby the fat cable-snapping bird and the 24 hour-a-day, Thunderbird-cum-SAS telephone repair squads.

On the brighter side, we've had the CT2 network (to be phased in by 2199 AD), phone sockets, digital System X networks and cordless phones (which pick up Radio One and taxis perfectly, but can't seem to phone next door).

But perhaps the most amazing, tradition-threatening move perpetrated by BT was the changing of the London Exchange codes from 01 to 071 or 081 (on alternate Thursdays after full-moons). This has caused more chaos and confusion than any

single act since decimalisation, but help is fortunately at hand.

This nifty little ST accessory converts old 01 numbers into the correct new codes in the twinkling of an eye, saving you mega-frustration on the phone. You don't even need to quit the program you're running because it's always available from the Desk menu.

STARTING OUT

Copy the files LONCODE.ACC and LONCODE.RSC to the root directory of a blank disk (if you need help, turn to the beginner's info section on page 101).

To use the *Finder*, just re-boot (that is, hit the reset button) with the *Finder* disk in the drive. There's an extra entry in the Desk pull-down menu at the top left-hand corner of the screen. Highlight this to enter the *Finder* program. Then just follow the prompts until you're asked for the three-figure exchange number. This number is the second part of the old London number you're trying to convert.

If, for example, you want to convert 01 811 8055 to the new London code, you enter 811 when asked. The program then prints 081, so your new number is 081 811 8055. Couldn't be simpler could it?

programs and folders, updating its lists in seconds.

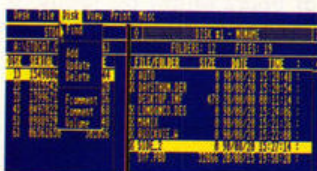
STARTING OUT

To give you bags of space for the catalogue file which gets generated, it's a good idea to copy the two files to a blank disk. Place them in the root directory (that is, not in a folder).

For complete instructions on the operation of the program itself, have a read of the STDCAT.DOC file which contains all the information you need in detail. Then double-click on the STDCAT.PRQ (medium or high-res only) and the program runs.

For your first catalogue file, you need to select New from the File menu and then Add from the Disk menu. The catalogue then reads the current disk in the drive and adds the information on its files to the list. Once it's done this, the program asks for another disk.

When you've compiled a complete list, it's a lot easier to maintain the system using the update function to alter comments, contents and disk names as you choose. You'll never lose a disk again!



■ Get some order in your life with this automatic librarian!



DELUXE PAINT ST

BY: Electronic Arts
SIDE: 2
MACHINE: ALL COLOUR STs
FOLDER: DPAINT
FILES: DPSTDEM2.TOS, FONTS (FOLDER CONTAINING BROADWAY.DFT & GOLD.DFT) & PICS (FOLDER CONTAINING PHOENIX.IFF & WAYCOOL)



■ DPaint is so easy, even Gus could manage a self-portrait

ST FORMAT is proud to present the exclusive demo version of *DeluxePaint*, the most sophisticated art package to hit the ST art scene. This demo of the £50 full price program gives you a sneak preview of the forthcoming marvel from Electronic Arts, enabling you to discover just what you can do with this much power.

It's a fully-functional demo, with all drawing features operational, including the advanced effects and animation systems. The only things missing are the save options, printing and loading of "foreign" art-package formats (Degas and Neo). But even without these, you can get a feel for the program's capabilities before rushing out in a frenzy and

demanding a copy from your local software shop.

STARTING OUT

Since the demo is unable to save anything to disk, you can quite safely use it directly from your back-up Cover Disk (yes... back-up). Simply double-click on the file DPSTDEM2.TOS and wait for the program to load. When loaded, the program displays its configuration menu where you can select 512 or 4096 colours. ST owners should select 512, STE owners should go for 4096.

Once this is done you can leap in and start experimenting with the enormous array of features, or if you're feeling cautious turn to the *DPaint* tutorial on page 22 for in-depth help. The review of the full *DPaint* package on page 20 covers most of the features, as well as giving you the low-down on what all those funny-looking icons mean.



■ The death mask of King Tutankhamen is the best-known DPaint piccy around

READING DOCUMENTATION FILES

In virtually every folder on the Cover Disk you'll find a file with the extension .DOC. This is a help file and contains instructions on using the program. Ensure you read all help files before running any program.

To read a help file (or .DOC file) simply double-click on the file. Click on CANCEL if you don't wish to read the file; click on PRINT to send the document to a printer; click on SCREEN to send the text to your monitor.

After each screenful of text the display halts. Pressing return scrolls you up a line

while pressing space scrolls up a complete page of text. Pressing Q or Control C returns you to the Desktop.

Future Publishing CANNOT be held responsible for improper use of any programs on the Cover Disk. If you wreck your disk collection because you failed to read a help file, it's tough. Your problem, etc. Be sensible, follow the instructions, and you won't have any trouble.

Next month: how to install Desktop Accessories using your father's carpentry kit.

**C-SERIES****BY:** WARWICK GRIGG**SIDE:** 2**MACHINE:** ALL STs**FOLDER:** C_SERIES**FILES:** MORE.C & MORE.TTP

The final instalment of Warwick Grigg's C tutorial this month is a program submitted by one of the great guru's faithful followers. Roland Givan has kindly donated this small text-file reader which he has created under Great Grigg's guidance.

Included are two files, MORE.C which is an uncompiled source code version of the program complete with comments, and MORE.TTP which is an executable version of the program which can be run from the Desktop.

STARTING OUT

To compile the MORE.C source code using *Gulam* (the command line interface with *Sozobon C*), use the command structure:

```
cc -Omore.c -Omore.ttp
```

To use the viewer from within *Gulam*, set up an alias (in *Gulam* itself) as follows:

```
alias more 'c:more.ttp
```

This assumes that you have placed MORE.TTP on drive C's root directory (you might not have). The pathname following the apostrophe must point to the location of the MORE.TTP file. Then whenever you type MORE within *Gulam*, followed by a filename, that file is read. Once the viewer is running and has been given a filename to view, the only controls needed are:

RETURN to scroll up the next line
SPACE to scroll up one screen
N or n to move onto another file
Q or q to exit the program.

**BACK-GROUND MUZAK****BY:** PUBLIC DOMAIN**SIDE:** 2**MACHINE:** ALL STs**FOLDER:** BACKGDMU.ZAK**FILES:** MUZAK.PRQ

It's a known fact that databases and spreadsheets are not the most musical things around. Most other serious applications have similar drawbacks, not counting the occasional key click or warning beep (which could hardly be construed as scintillating).

So, in an effort to brighten up your day, *ST FORMAT* is happy to include *Muzak*, the magical

elevator-music player. *Muzak* makes your tedious tasks and dull disk-accesses more pleasant, uplifting and enjoyable.

STARTING OUT

Easy peasy! Just double-click on the MUZAK.PRQ icon and away you go. Whack up the volume and sing-a-long-Atari!

The music keeps going, even when other GEM programs are loaded afterwards, until you finally turn off the machine.

On the subject of *Muzak*, the *ST FORMAT* office is split into two camps: (a) those who find *Muzak* a relaxing way of enhancing the day; (b) those who go into a catatonic state after the first note and then hang about near the window ledge.

COVER DISK HOTLINE
0225 442244**WEDNESDAYS (11am to 6pm)**

Flummoxed by files? Dumbfounded by disks? Perplexed by Cover Disk programs? If you have a problem with the disk – and you're sure there is no corrupted data – phone 0225 442244 between 11am and 6pm on Wednesdays with your query. You'll be through to Neil Jackson, our Disk Editor.

Before you call have ready the info Neil needs to help you: the model of your machine; the version of GEM/TOS you're using; and anything you've got attached to (or plugged inside) the computer. Have the disk handy and your ST up and running, and a pen and paper handy to take any notes.

YOU DON'T HAVE TO BE WITHOUT

You single-sided drive owners don't have to miss out: get hold of the B-side by sending your name and address with a cheque or postal order for £1.75 to: **October B-Side Disk, ST FORMAT, Beauford Court, 30 Monmouth Street, Bath Avon BA1 2BW.**

BACK-UP YOUR DISK!

Because the oh-so-delicious *ST FORMAT* Cover Disk is non-standard and squeezes in a whopping great 500K of data per side, the back-up procedure is not simple. Follow these steps, though, and you won't encounter any problems. Do it any other way and you could knacker your Cover Disk.

1. Format a couple of blank disks – single-sided if you've got a single-sided drive, double-sided if you have a double-sided drive.
2. Write-protect the Cover Disk and insert it into drive A (if you have two drives, you lucky devil, insert the Cover

Disk into drive B). Double-click on the drive B icon. If you're still saving up to buy a second drive, a message appears requesting you to put disk B in drive A. Simply click on OK.

3. Insert a freshly formatted disk into drive A. Double-click on the drive A icon.
4. Pick up a folder at a time from the Cover Disk window and plonk it into the drive A window.
5. If you have one drive then you'll be asked to insert disk A and disk B at regular intervals. Don't mix the two up! Disk B is the Cover Disk and disk A is the freshly formatted disk.
6. When you get a "disk full" error message, recopy the last folder – and subsequent folders – onto the second freshly formatted disk.
7. Double-sided owners, double-click on SIDE_2 once you've finished copying all the folders from side A of the Cover Disk. Job done!

FAULTY DISK?

In any disk duplication as massive as *ST FORMAT*'s, it's possible that a tiny proportion of disks might be faulty. If you're unlucky, sorry. You're guaranteed a replacement if you send your disk to:

ST FORMAT
October disk returns,
Discopy Labs
Unit A, West March
London Rd, Daventry,
Northants NN11 4SA

THE DISK NEEDS YOU!

We need *your* software – games, utilities, demos, anything good, original and preferably short. If you've written anything worthy of the *ST FORMAT* Cover Disk (and remember, it's the ones we reject that makes ours the best), send it with this form and full documentation to: Neil Jackson, *ST FORMAT* Cover Disk Editor, 30 Monmouth St, Bath BA1 2BW. Allow four weeks for a reply.

Name _____

Address _____

Daytime 'phone _____

Program title _____

Size of files in K _____

What's so brilliant about it _____

Don't forget to: ■ Include on-disk and paper documentation ■ Write your name and address on the disk ■ Use a virus-free disk ■ Keep a copy of your program, because contributions are non-returnable

Please sign the following declaration: This program is submitted for publication in *ST FORMAT*. It is wholly my own work and I agree to indemnify Future Publishing against any legal action should copyright problems arise.

Signed _____

Note: we pay out up to £800 for contributions to our Cover Disk. But to earn that kind of dosh, of course, you'd have to write something pretty spectacular, original and complex.

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ANOTHER GREAT



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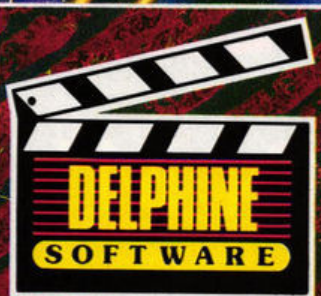
OPERATION STEALTH



Screen shots from
Atari ST version



Screen shots from
Amiga version



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I'M ON MY WAY



public speaking

RATINGS

- ★★★★★ Beg, steal, borrow
- ★★★★ Beg
- ★★★ Steal
- ★★ Borrow
- ★ Burn

Why splash out on a fully priced program when you can pick up spectacular bargains for just the price of a disk? Richard Monteiro leaves his wallet at home and plunders the public domain

BILOG

Page 6

Anyone tempted to buy a buttock-bunching pair of cycle shorts and a Raleigh high-speed racer by this summer's exciting Tour de France should enjoy the arrival of BiLog – a complete database and monitor for budding cyclists. It's an essential training aid for those who take their cycling seriously, especially when you consider that a dedicated cycling computer that only handles half as much as BiLog costs upwards of £500 – more than a 1040 and a PD program put together!

BiLog's approach is novel; rather than entering all the details in one sitting, it's possible to enter data any day of the week, any

Desk Process Calendar Logs Graphs Reports

Training Log for Tuesday, July 18, 1990

Starting Point	60	End Point	10.00
Return Point	90	Return	120
Notes	3 Bananas, 330ml Lucozade.		
Temperature	64	Dry	Clear
Wind Speed	0	Met	Clouds
		Icy	Fog
Pressure	90.00	Rest	Trainer
Elapsed Time	00:02:45.00	Steady	Intervals
Max Speed		Climbs	Motorpace
			All-Terrain
Overview	London To Brighton		
Summary	Too much traffic.		

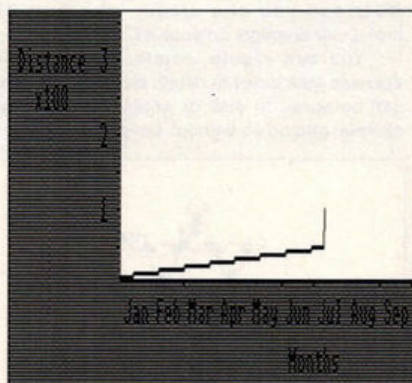
■ London to Brighton on nothing more than three bananas and a bottle of pop!

Desk Process Calendar Logs Graphs Reports

Calendar

July 1990						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

■ Choose the date for your training to start. Note that manana is not an option



■ Miles covered each month in training – this poor chap died of exhaustion in June

month of the year, any year of your life. It's also possible to immediately store four years' training and racing results in memory.

BiLog runs under GEM and so is easy to get to grips with. The most basic of its functions enable you to determine your monthly mileage and pulse rate, or discover your recovery rate after a particular distance. You can store training schedules and results and compare the two sets of data.

After choosing the current date for your racing schedule, you input the details of the route you intend to take. Options cover distance, pulse rate, weather conditions, gear ratios and just about every other conceivable extra. A graph showing your pulse rate and distances can be plotted at any time.

So if you're known to wear tight-fitting bright coloured Lycra and break speed limits on your bicycle, this exceptionally well-designed and documented package is just what you need to record your progress. ★★★★★

EXPANDER

Elmsoft UTIL 19

Single-sided disk drive owners who have recently upgraded to double-sided drives should find this utility absolutely invaluable. Using Expander you can reformat all your single-sided disks and turn them into double-sided disks without losing any of the original data. Twice as much fun or what? ★★★★★

TELEPHONE CALCULATOR

Goodman GL3

Business in the 90s relies heavily on communications, so make sure British Telecom aren't charging you too much for your phone calls with this nifty little call coster. Be smart too, and discover when it's best to dial.

Telephone Calculator deals with almost every type of conceivable call – local, international, mobile phone and so on. ★★★★★

British Telecom Home Call Charge Calculator by Guide 1989 vers 1.02

Please enter your call distance

1. Local (or 0345 number)
2. Over 35 miles on low cost routes
3. Over 35 miles
4. Calls to Irish Republic
5. Calls to mobile phones
6. Up to 35 miles
7. Note from the author
8. Mega-mentions
9. Quit

Hot tip! – Run this with Turbo ST for faster screen updates

■ Don't pay too much for your 'phone bill. Use this nifty call coster to check on BT

GRAPHICS UTILITIES

South West Library 538

There are eight essential utilities for pummeling pixels on this disk. An absolute must for anyone interested in art and design.

DEGASPIC – loads a Degas image in any resolution into memory when your machine is booted and allows you to display it at any time.

IFFSPC – reads in any Amiga IFF picture and turns it into a Spectrum 512 image. No size or resolution restrictions are imposed. Fantastic!

IFFCNV – converts Neochrome, Degas, Tiny, IFF or Spectrum 512 images to Neochrome, Degas or IFF. Any type of IFF file can be handled. HAM mode, high resolution, interlaced, monochrome, colour – it doesn't matter.

PI32MAC – converts high resolution Degas images to Apple MacPaint format.

RAW2PS – takes a raw data file and converts it to PostScript format. It has options to produce ➤

➤ either a directly printable file or an Encapsulated PostScript file (EPS).

IMGUTILS – a collection of utilities to work with the raw scanned data files. Images can be averaged, lapped, flipped or inverted.

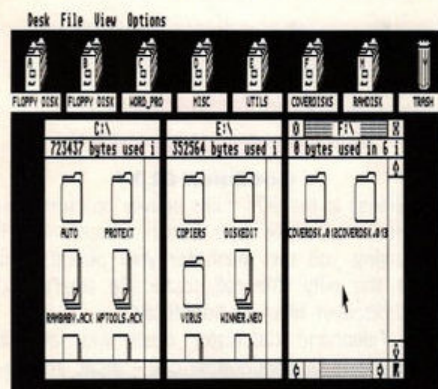
SPRITE – full function sprite editor.

SPU2PI1 – converts a Spectrum 512 image to a 16-colour Degas image. ★★★★★

BLUE SCREEN

Floppyshop ST

Ever wish you could change the colour of your Desktop to a more subtle colour than the default garish green? Perhaps to something like marine blue? It's possible to change your Desktop colour using the Control Panel supplied with your ST, but that takes up a huge amount of memory. *Blue Screen* uses less than 1K and remains intact until you either run another program or reboot. ★★★



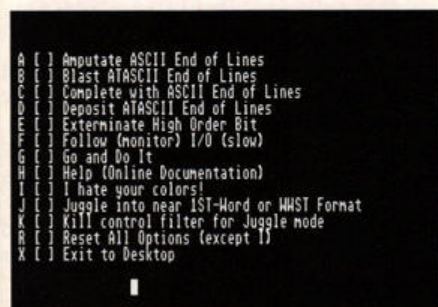
■ *Blue Desktop* changes your entire perception of your ST using only 1K

ELVERT ST

Wizard PD

No doubt you've had difficulty transferring text from one word processor to another, or even loading a document acquired from a bulletin board into your text processor. While most word processors claim to produce ASCII output, more often than not the ASCII output is polluted with foreign characters. Result: garbage when trying to import a document into another application.

Several expensive word processors like *Protext* and *First Word* provide facilities for converting text from one format to another. However, with a budget or PD text processor you're left to purge rogue characters by hand.



■ Easy text conversion between various file formats is available in *Elvert*

With *Elvert* you can change and edit the control characters used by commercial word processors. Convert 8-bit files to 7-bit ASCII, replace unorthodox characters with proper ASCII characters, juggle an ASCII text file into something readable by *First Word*. ★★★ ➤

CHEAP AT HALF THE PRICE

The programs mentioned below aren't strictly public domain, but they're so cheap compared to similar packages that they deserve an honourable mention in *Public Speaking*. Applications for under £20 used to be unheard of – not any more.

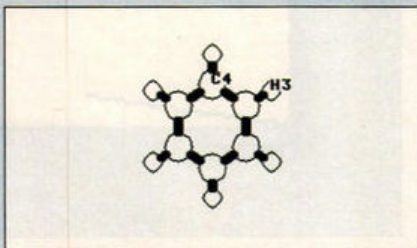
MOLGRAPH

ST Club, £12.95

In chemistry, molecules are often represented as two dimensional diagrams with lines and letters showing the bonds between atoms. The world, in our eyes, is of course three dimensional. Molecules don't like living in a 2D world any more than we do; *Molgraph* gives them a chance to really live.

One way to represent molecules in 3D is to use ball-and-stick models. Another is to get a computer to do all the hard work. Workstations, mini-computers and mainframes are generally used when there's lots of computation to be done. With *Molgraph* you can create your own 3D molecular displays on your ST.

You can create, rotate, magnify and examine molecules in detail. Molecule patterns can be saved to disk or printed. No budding chemist should be without *Molgraph*. ★★★★★



■ *Molgraph* lets molecules loose in the wonderful world of 3D

FONTPRINT

ST Club, £5.95

Not all Epson compatible printers enable you to use downloadable printer fonts – even those that do are a pain to use. *Fontprint* manages to overcome both problems by loading printer fonts into a buffer created in memory. Any output intended for the printer gets intercepted and has the default font altered if you decide to use a different font before being allowed to continue on its way.

It slows printing down, but when you see the results you're prepared to live with reduced throughput. ★★★★★



■ *Fontprint* enables you to use downloadable printer fonts trouble free!

OXFORD CHESS

ST Club, £19.95

There have been countless computer chess programs in the past and almost all have offered both 2D and 3D views – *Oxford Chess* is no exception. You can play against human or computer opponents. Alternatively sit back and watch the computer play against itself.

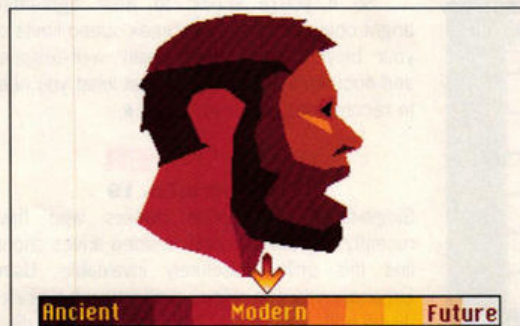
Oxford Chess has only one level, which provides a challenge for novices, but limits its attraction for experienced player. If you like solving problems and trying different tactics you can place the pieces anywhere on the board and commence to play from there.

Oxford Chess is perfect for the novice chess player because it explains the rules well and gives a mouth-watering taste of what computer chess is like. It's no *Battlechess*, but it's slick and looks professional. ★★



■ *Oxford Chess* in 3D perspective; perfect for the chess novice

TOP TEN PUBLIC DOMAIN TOP TEN



■ *Ani ST*, last seen on *ST FORMAT* Cover Disk 8 and now the bestselling PD art package in the country

- 1 ST Writer Elite
- 2 Sheet spreadsheet
- 3 Spell checker and word counter
- 4 FastCopy
- 5 Ani ST
- 6 Kid Publisher
- 7 Neochrome
- 8 UniTerm
- 9 S-Copy3
- 10 Virus Killer

Supplied by six top public domain libraries listing bestsellers over the last six months

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IT'S A
GOOD GAME

THE
COMPUTER
GAME

NO IT'S
NOT

YES
IT IS!

"What we have here
is a **BRILLIANTLY**
ORIGINAL and
witty interpretation
of the Python
Theme". *Zero* 89%

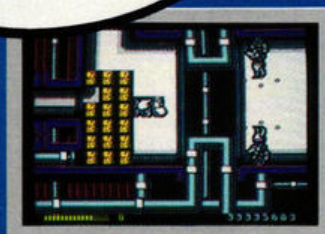
"One of the tastiest
slices of alternative
arcade action since
Venezuelan Beaver
Cheese".
The One 85%



ATARI ST



AMIGA



SPECTRUM



COMMODORE 64



IBM PC



AMSTRAD



©Python Productions 1990

©Virgin Mastertronic Limited, 16 Portland Road, London, W11 4LA

www.stformat.com

GALAXIA

Budgie UK

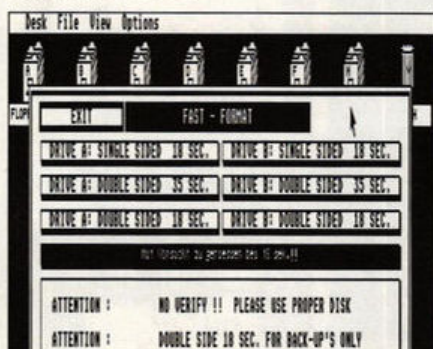
Many exciting arcade games emerged at the end of the 70s. Up until this time most games had revolved around the bat and ball or space invader format. When *Galaxians* was introduced in 1978 it was a massive hit with players worldwide. It seemed that almost every arcade had a *Galaxians* machine at one point – some still have. Although modern games have better graphics and sound they seem to lack the playability and quality of those old classics. Re-enact the good ol' bad ol' days with Budgie's fantastic ST version of the classic game. ★★★

FAST FORMAT

Budgie UK

You might bury your head under your mouse mat at the merest mention of yet another disk formatter, but research has shown that ST users spend at least 20% of their computing time formatting and reformatting disks. In response to this startlingly boring news Budgie have produced a super fast formatter. Yes, you've heard that one before too and usually discovered to your disappointment that the failure rate of these high-speed formatted disks is disappointingly high. This is where fast formatter comes to the rescue; not only does it format faster than anything else, but it actually works!

Fast Format can format a single-sided disk in just 18 seconds and a double-sided disk in 35 seconds. A worthwhile addition to anyone's collection. ★★★ *stf*



■ Fast Format is stupendously fast – just 18 seconds to format a single-sided disk!

DEMO DOMAIN

THE CUDDLY DEMOS

MTS D40

There seem to be loads of music demos racing round the PD circuit, but unless you have a brain the size of a pea the vast majority are pretty drab and boring. The Carebears, however, have done more to improve the ST demo scene than any other programming crew and *The Cuddly Demos* is a collection of their very best efforts.

The demos prove the ST is no pushover in the audio-visual stakes. You control something called the Custodian sprite and move it through a large scrolling screen. Enter any of the numerous doors to experience the demos. There's a huge selection and we list some of the best below: **Spreadpoint:** features Depeche Mode samples with some truly spectacular parallax



■ The Carebears go cuddly, but the ST just goes from strength to strength!

scrolling. Easily the most impressive scrolling on the ST. A pleasure to watch.

Star Wars: the scrolling text gradually disappears into the horizon, just like the film. Ideal for a shop front advert.

DNA: supports five – yes, five – different planes of parallax scrolling!

Megaballs: exceptionally well-executed ball demo that knocks spots off all the others.

★★★★

EMPIRE DEMO

The Other PDL

Programming partners V8 have put together a fantastic collection of demos to show off the ST's power. No qualms about the eight



■ Vamp queen with claws. A cuddly factor of minus ten and counting...

dynamic demos, but the demo names leave a lot to be desired. For instance, there's one called *Big Sprite*, another is simply entitled *Scroll* and a third has the very descriptive title of *Big Ball With Nice Raytracing Effect!* Can you imagine? ★★★

STE JUNGLE

Riverdene

A great demo that shows off the real power of the STE's hardware, scrolling and stereo sound. Just hook your STE up to a hi-fi and get ready to be amazed – it'll blow your cotton socks off! ★★

STE ACID

Riverdene

Another STE demo! An excellent remix of Acid House music by Peewee. Invest in an amplifier and speakers now, you'd be mad to miss out! ★★



■ The Empire Demo: great scrolling, a visual feast and clear winner of the Most Boring Title Of the Month Award

WHERE TO GET IT

Here's a selection of PD libraries recommended by readers. Let us have your recommendations: get in touch with *ST FORMAT* PD Directory, Beauford Court, 30 Monmouth St, Bath BA1 2BW

Advent, PO Box 414, Norwich NR1 4NX
Alpha Computing, 32 Meadow Drive, Halifax, W Yorks HX3 5JZ
Atari Advantage, 56 Bath Road, Cheltenham GL53 7HJ ☎ 0242 224340
Awesomedemos, 3 Mason Road, Seaford, East Sussex BN25 3EE
B Soft, 33 Corsham Road, Calcot, Reading, Berks RG3 5ZH
Budgie UK, 5 Minster Close, Rayleigh, Essex SS6 8SF
Computer Connections, Ashlaw House, Euximoor Drive, Christchurch, Wilsbech, Cambs PE14 9LS
Demo City, 15 The Wynd, Dunshalt, Cupar, Fife KY14 7HE
Demo Club, 23 Alma Place, Spilsby, Lincs PE23 5LB
Elmsoft, PO Box 17, Loughton, Essex IG10 2EE
Entertainment Soft, 11 Calbourne Drive, Calcot, Reading, Berks RG3 7DB

Floppyshop ST, 50 Stewart Crescent, Northfield, Aberdeen ☎ 0224 691824
Goodman PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke on Trent, Staffordshire ST3 1SW
HAL Computing, 15 Regents Terrace, Leeds LS6 1NP ☎ 0532 435805
Kad-Soft, 2 Ebor Paddock, Calne, Wilts SN11 0JY ☎ 249 817174
LAPD, 80 Lee Lane, Langley, Hearnor, Derby DE7 7HN
Littleton PDL, 3 Blacksmiths Close, South Littleton, Evesham, Worcs WR11 5YG
MPH, 10 Chandlers Court, Eaton, Norwich NR4 6EX
MT Software, Woodstock House, 14 Lanes End, Totland, I.O.W PO39 0AL ☎ 0983 756056
Page 6, PO Box 54, Stafford, ST16 1DR
Paradise Computers, 9 Westfield Crescent, Brighton BN1 8JB
PD Library, 68 Delancey St, London NW1 7RY
Pdpm PD Atari, PO Box 801, Bishop's Stortford, Herts CM23 3TZ ☎ 0279 757692
PDQ, Dept 6, PO Box 38, Eastleigh, Hants SO5 5HB

Riverdene PDL, 63 Wintringham Way, Purley on Thames, Berks RG8 8BH
Round Table PD, 7 St Andrews Rd, Warminster BA12 8EP
Senlac, 14 Oaklea Close, Old Roar Road, St Leonards On Sea, E.Sussex TN37 7HB ☎ 0424 753070
Softville PD, Unit 5, Stratfield Park, Waterloooville, Hants PO7 7XN
South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD
Sphinx Software, Erw Fynydd, Carmel, Llanelli SA14 7SG
ST Club, 9 Sutton Place, 49 Stoney St, Nottingham NG1 1LX
ST UK, 1 Bartholemew Road, Bishops Stortford, Herts CM23 3TP
The Other PDL, 108 Kenmare Road, Wavertree, Liverpool L15 3HQ
Wizard PD, 178 Waverley Road, Reading, Berks RG3 2PZ



Captive[©]

The quest for freedom!

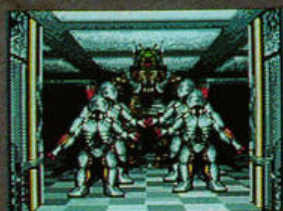
When you can't remember who you are, where you are and even what year it is, then you know trouble cannot be too far away...

Held *Captive* for two hundred years in an orbiting space prison for a crime you didn't commit, you are desperate to escape from your electronic gaol.

Armed only with a briefcase computer found in the corner of your cell, you start sending out electronic SOS calls to the battling world outside.

Eventually you find a motley crew of four droids ready to help bring about your escape..

...so begins your quest for freedom!



Actual screen shots

M I N D S C A P E

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The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel. (044 486) 761

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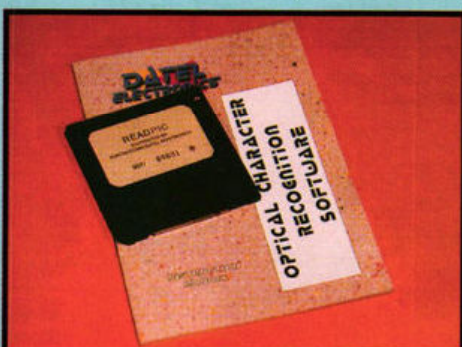
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II

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The ability to take to the air will be your strength, use this to out-maneuvre the enemy.

Pick up weapons, ammunitions and fuel. You'll have to work your way through the entire convoy and destroy the leading vehicle, before the ULTIMATE EXPLOSION.

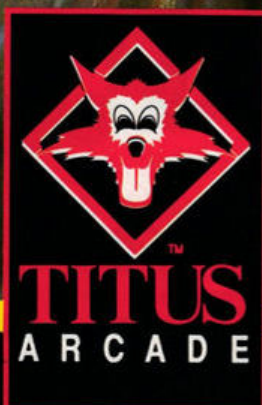
NUCLEAR threat... Stop. DESTROYER CONVOY detected... Stop. Wipe out the TERRORISTS... Stop. Scientists in DANGER... Stop. IMMEDIATE ACTION!.. End of transmission.



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SUPER FAST 3D ACTION.
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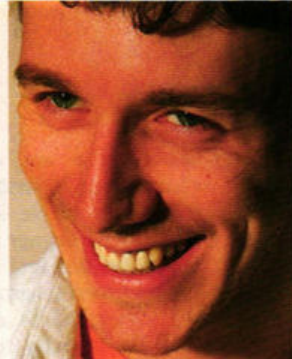


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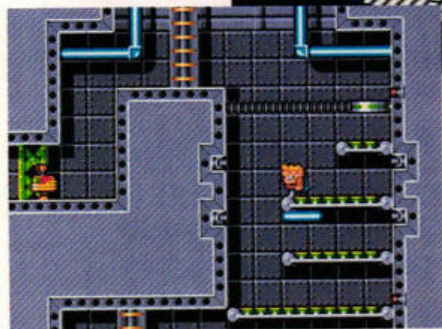
From shoot-'em-ups to puzzlers, flight sims to adventures, there's over 20 pages of wrist-wrecking action in this month's **Screenplay**. Brought to you by Mark Higham (on the right) and the rest of the gamebusting **FORMAT** crew it's stuffed full of games too hot to handle!



screenplay

MANIX

(right) Adorable cutesy puzzler: bounce those balls and take on nasty Ninjas in a landscape-transforming head to head
page 61



RICK DANGEROUS II

(left) Everyone's hero is back! Follow Rick Dick from Hyde Park to Outer Space without even hitting the M25 in this wicked five-level epic. Finger-whipping good!
page 50

LEISURE SUIT LARRY 3

(below) Bimbo-hunting lucky Larry on the trail of passionate Patti in the raunchiest, raciest drama since *Brookside*
page 79



BATTLE OF BRITAIN

(above) Scramble! Scramble! Full-throttle, stomach-churning 1940s flight sim – it'll be your finest hour!
page 57

OPERATION STEALTH

(below) Bloody brilliant spy-based arcade adventure! White-hot graphics, super-cool hero and international intrigue – **FORMAT** gold or what? **page 68**



SIMULCRA

(left) Blistering 3D tank-based shoot-'em-up. Blow the shit out of marauding aliens, knock down barriers between levels and break on through to other side!
page 62



VAXINE

Incredible Journey-type cellular warfare inside the body. Kill invading cells in a frantic kaleidoscopic shoot-out. You'll be beside yourself at being inside yourself!
page 44

VENUS FLY TRAP

Meet the Robocop of the insect world in this end of the millennium B-movie eco-bash – guaranteed bug-free!
page 52

UMS II

Complex multi-factor global military simulator. Mindboggling strategies, countless scenarios and still safer than the real thing!
page 58

TIE BREAK

Brilliant no-nonsense multi-player tennis simulator. Whip the world's best and get out the barley water to celebrate
page 65

CADAVER

Crikey look at the size of that monster! Take on reptiles, snakes and maggots in this latest Bitmap classic. Absolutely full of life!
page 67

INTERNATIONAL SOCCER CHALLENGE

Top quality super-smooth soccer sim. Sprites are so large they make Gazza look skinny!
page 70

DRAGONFLIGHT

Legendary *Ultima*-like role-playing adventure. Find the magic dragons, save the world from evil and open your very own Nat West bank account!
page 73

SATAN

Evil four-directional scrolling shoot-'em-up set in the devil's own backyard. Blow the hell out of Lucifer's minions and confront the number one sweet stealer himself
page 75

MAGIC LINES

Head-twisting *Pipe Mania*-like electrical puzzler for bright sparks with rubber boots
page 76

UNIVERSE 3

Diplomatic role-playing sci-fi drama. Mediate or radiate, it's your choice big boy!
page 76

DEAD END

Wisecracking, smooth-talking Philip Marlowe whodunnit with bags of sleazy street-cred and more style than you can curl a lip at
page 80

SCREENPLAY EXTRA

Falcon Mission Disks 2, *Weird Tales* and *Tusker* sneak in the back door offering high-flying spooky jungle action
page 83

The body's at war with itself; a virus is invading human cells and life is at threat. You could be forgiven for thinking this is the basis of yet another government-sponsored public health warning, but it's actually the plot of The Assembly Line's innovative new game.

Vaxine is set inside the body and played out on a special grid. Using either the mouse or joystick you move around the grid at super-fast speeds protecting your own cells by blasting enemy cells represented as coloured balls. The enemy cells move around the grid attaching themselves to your cells and destroying them.

To blast the cells you come equipped with your own coloured balls and your job is to blast the right enemy with the right colour.

Since the enemy cells bounce up and down and dart around the grid, it's very difficult lining yourself up to zap them.

At the start of each fifth level you're presented with a special bonus weapons section. A ring of stars revolves and if you blast the stars you collect new weaponry.

As the levels become more difficult the enemy cells start to attack your base cells more viciously. They also begin to group together, attached by a long wire. Destroying these mutating cells is incredibly tricky because each individual cell not only has to be blasted by the correct colour healthy cell, but has to be shot in the correct sequence.

YOUR BODY IS IN TERRIBLE DANGER!

Life's tough, especially when a battle for supremacy is going on inside your body. To survive you need a strong will and an over-active trigger finger. Here are the three main elements of the game worth watching out for.

The enemy cells move around the grid looking for other enemy cells to bond with. They seek out and destroy your base cells in an effort to replicate. Try and destroy them before they join together – otherwise they become a formidable opponent.

In later levels you also need to confront Hatchers and Splitters. Hatchers appear as three differently coloured balls bonded together and when one is shot it splits into a mass of individual balls. Splitters race frantically round the grid, throwing out new balls sporadically.

The portal is a black slab which emerges out of the ground. You can line yourself up to move through a portal and their effect is to freeze the action. This gives you time to assess your damage and work out which cells you should be attacking. When you fire the action starts up again, but this time the enemy cells are more vicious.

Trojan cells are special cells which attach themselves to the enemy cells and destroy them. You fire Trojan cells by holding down on the right mouse button and clicking with the left. With each click you send out a new cell, attached to the last by

a long wire. These cells then disappear into the grid and seek out enemy cells of the same colour. When they find a single enemy cell they attach themselves to it and wait for the cell to turn into a cluster of new cells. Then each cell in the Trojan string destroys one of the cells. If you fire a string of six Trojan cells and they meet up with a cluster of four cells, two of your Trojan cells are wasted. On the other hand, if you don't fire enough, the enemy cells can still go about their business.



■ Move that mouse and the action hurtles along so fast you won't know what hit you. Just look at those balls go!

Purge the body of invading cells in The Assembly Line's manic new thriller. Cellular warfare has never been so frantic, as virus killer Mark Higham protects the body beautiful and stops the body count getting any higher

US GOLD £19.99

vaxine

■ You saw E-Motion: now programming team Assembly Line have come up with Vaxine. Set inside the human body, it has you racing around the grid hunting down enemy cells and blasting them before they invade your healthy cells



■ The only major difference between each level is the appearance of the grid. Colours alter wildly, but the challenge is just the same. By the time you get this far the enemies are really beginning to bite

EFFECTS

This is one of the first games to make use of the superior hardware of the STE. The introduction screen enables you to log into the STE option and suddenly a miraculous range of arresting sound effects and kaleidoscopic graphics grab hold of your senses and refuse to let go.

Even if you don't own an STE, the visuals in *Vaxine* are unique –

there's just nothing out there to touch them!

Sound effects are equally impressive. There are three sampled tunes that warn you when your cells are under attack, when new enemy cells materialise and when cells join together. A short musical burst marks the start of each level and another sampled tune greets you each time you step through a portal.

VERDICT

The effects are out of this world and easily seduce you into thinking *Vaxine* is a wonderful new concept, but after you've played it for a while you begin to realise that however original the concept might be, the gameplay just isn't up to *FORMAT* Gold standards.

This is partly due to the movement of the cells. In order to whack the living daylights out of an offending cell not only do you need to slow down and follow it, you also need to time your shot exactly right to hit it. If you move the mouse left or right in the middle of this process you're likely to see your ball sail off harmlessly towards the horizon. Once you've mastered this tricky technique, then you can really get stuck into ridding the body of the offending viruses.

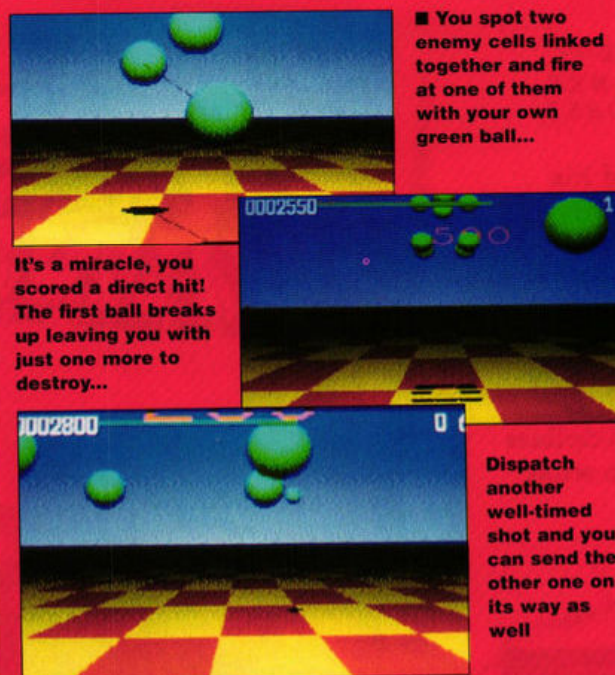
Vaxine is a life-or-death addictive challenge. Purifying the body is a neat narcissistic twist on the save-the-world scenario and the absorbing visuals alone are going to keep you coming back to *Vaxine* over and over again.

MARK HIGHAM

GRAPHICS	9
SOUNDTRACK	8
INTELLIGENCE	4
INSTANT APPEAL	7
LONG TERM INTEREST	8
OVERALL	84%

■ You gaze at two undefended cells and everything looks fairly quiet. Even if the action gets nasty you can leap through that portal on the right and pause everything while you take a look around...

But you pull back and suddenly you realise there's a war going on around your ears. Get back to that portal quick and find out where the *real* danger lies



■ You spot two enemy cells linked together and fire at one of them with your own green ball...

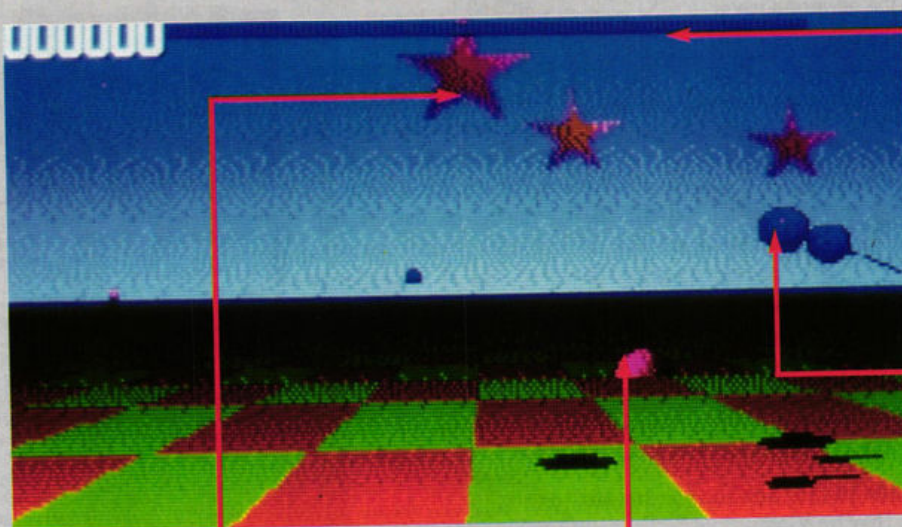
It's a miracle, you scored a direct hit! The first ball breaks up leaving you with just one more to destroy...

Dispatch another well-timed shot and you can send the other one on its way as well

THE COMPLETE INSIDER'S GUIDE TO THE BODY BEAUTIFUL

Vaxine is one of the weirdest games on the market and one of the most graphically original. The action takes place on a grid of coloured squares which move around at ridiculous speeds when you make even the slightest movement with the mouse. As the levels get harder so the invading enemy cells become more complex.

In level 39, shown below, there are three enemy cells linked together. To wipe them out you need to attack each cell individually, but if you take too long they all race off into the distance. The enemy cells here are coloured blue so make sure you select your own blue ammo and then let rip. Time your firepower just right so that you hit the invading alien cells.



The colour and remaining ammo of your selected weapon is shown here. Your weapons come in three colours and you need to blast the coloured enemy cells with the same coloured weapon

These three enemy cells are attached to each other by a long wire. You need to zap each cell in turn to destroy it

At the start of every fifth level you face a ring of stars. If you shoot them within the time limit you can pick up extra weaponry – essential if you're going to win

Your base cells rest on the ground. If you lose all your bases or you run out of firepower the game comes to an end. Warning effects inform you if an enemy cell invades your cell

SO REAL YOU CAN SMELL THE SMOKE

THE NO.1 NEW YORK TIMES BESTSELLER

"ROMEO 25 - THIS IS MIKE 77 -
SPOT REPORT - 5 T72 TANKS
MOVING WEST - GRID 190852 -
CONTINUING OVER"

Capt. Sean Bannon snapped his head to the left. There was only one place where the Russians could be, and that was on the hill 2200 metres away. All the training, planning and preparations were over. Team Yankee was about to learn if the team's seventy nine men and twenty five million dollars worth of equipment could do what they were supposed to do.

Team Yankee is designed to test your leadership and tactical skills to the quick. You can display in either "quadrant mode" where all four platoons may be controlled at once.

or
Full-screen Mode where the display homes in on just one platoon.



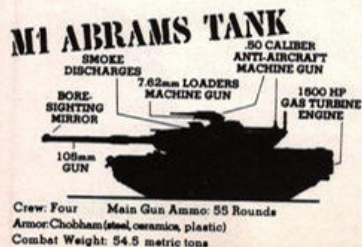
You have the flexibility to display either an overhead map view of the surrounding area, a simulated 3-d view of the battlefield, or a status screen showing the performance of all vehicles in a platoon. Irrespective of which screen mode you choose during battle, there is a constant column of information to the right of the screen.



To the right of the compasses are five icons which represent the various types of weaponry available to the unit.

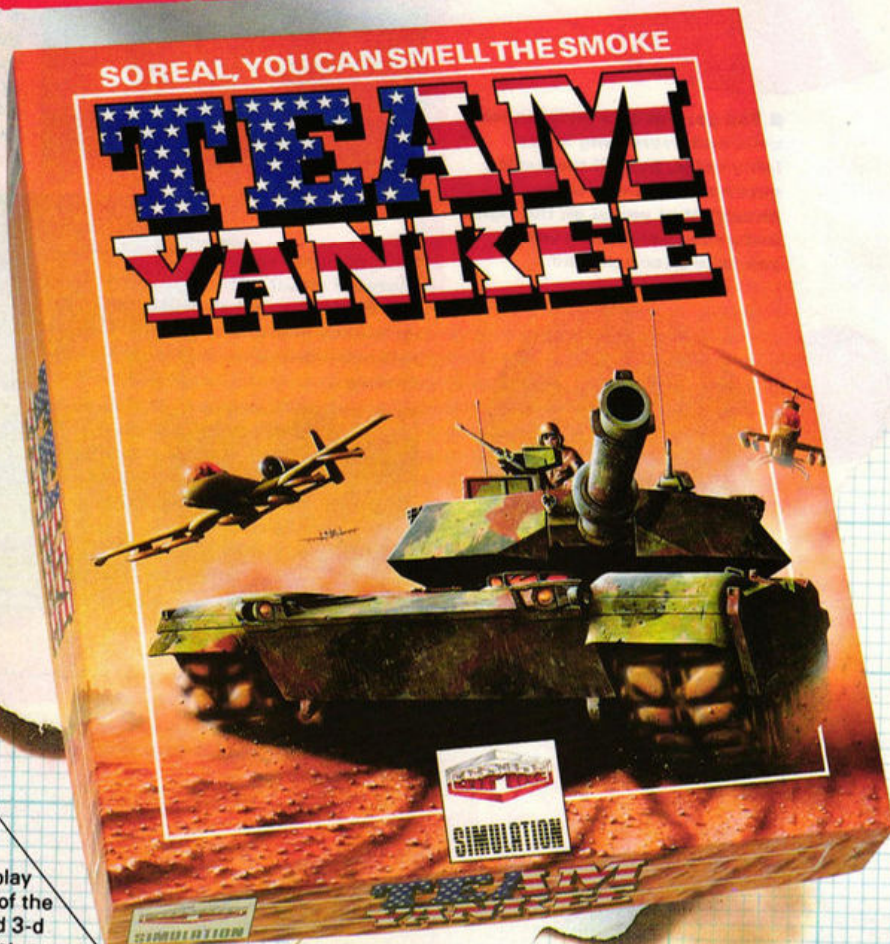
- MACHINE GUN - which is always available to the player and has an 'infinite' number of rounds.
- SMOKE - a smoke grenade which allows enemy vision to be obscured.
- HEAT - a high explosive anti-tank round
- SABOT - an armor-piercing tungsten shell
- TOW - a high-range anti-tank missile

The major capability on the quadrant map screen is to alter the movement and formation of any platoon. The whole of the map may be viewed at once, or you may zoom into any portion of the battlefield using the icons to the right of the map.



Five major scenarios based on the battles featured in the New York Times No. 1 best seller Team Yankee.

Team Yankee © Prentice Press, 1987. Software 1990 Oxford Digital Enterprises. All rights reserved. IBM is a trademark of International Business Machines Inc. Atari and T7 are trademarks of Atari corp. Team Yankee, The Novel was written by Harold Coyle. Made in the U.K.



Team Yankee is the definitive action simulation of modern tank warfare. Watch scenarios unfold on

3D battlefields with high definition graphics and keep track of the four tank platoons you control using the unique 4 quadrant display. Defend Hill 214 from Yuri Potecknov's crack tank platoons, attack Objective Link through sniper fire from forests, protect the Langen Gap from an entire Soviet tank battalion at night!



Engine smoke This will prove very useful in confusing your enemy if you find yourself in a tight corner.

Rotation icon and compass display.

Infra red (or thermal) imaging This feature is very useful for identifying vehicles camouflaged on the edge of forests. Contrary to popular belief the thermal image is green and not red.

Zoom. When this icon is accessed the central portion of the screen is magnified by a factor of 10.

Laser range finder. The range finder will lock on to a reflective target if the firing cursor is placed directly over the object.

Wide formation icon. This increases the spacing between vehicles in your platoon to 100 metres.
Narrow formation icon. This reduces the inter-vehicle spacing in your platoon to 50 metres.

Vee, a vee formation.
Echelon right - places your vehicles on a right to left diagonal relative to your direction.
Echelon left - places your vehicles on a left to right diagonal relative to your direction.
Wedge - places your vehicles in a wedge formation.



Scroll icon: The four arrows underneath the ETA display allow you to scroll your map in any of the four directions.

Dead Stop icon. This red icon, causes your platoon to come to a dead halt when clicked.

In line - places your vehicles in a line abreast relative to your direction.
Column - places your vehicles in a line ahead relative to your direction.

Echelon right - places your vehicles on a right to left diagonal relative to your direction.
Echelon left - places your vehicles on a left to right diagonal relative to your direction.

MICROPROSE £24.99

Soccer Challenge

The new football season has begun and English teams are back in Europe; two facts that haven't escaped the notice of Microprose whose new game sets out to re-create the pace and action of international football on your ST.

International Soccer Challenge has two play options: World Cup and Super League. There's also a practise option for perfectionists and a load game option.

The World Cup scenario enables you to play through the entire tournament for the team of your choice. The teams are already sorted into groups, so if your footy skills aren't exactly international standard, you can pick a strong side in a weak group.

You have the option to rename the team of your choice so you can have something like *ST FORMAT International Wonder Boys With Big Bellies And Manly Hairdos* playing against Italy and routing them in the process. The computer decides the results of the other matches and displays a group table after each match.

The Super League option consists of famous European teams

including Liverpool and Manchester Utd, but if your allegiances lie south of the Watford gap then you can enter your own team.

The practise option includes most of the elements you're confronted with during a match. Different types of pass can be tried out by booting the ball across the pitch to a stationary player, corners can be perfected and vicious penalties punted at the goalie.

Once a match play option has been chosen, a new screen enables you to specify your striker's name, the match length, the control option and the degree of difficulty. The control option enables you to play just one player or skip between different members of the team.

The match commences with the players emerging from the tunnel, re-adjusting their boxes and taking up positions around the pitch. The ref blows his whistle and a click of the fire button knocks the ball to your team-mate.

To run with the ball you simply get as close to it as possible and sprint up the pitch. To tackle a player you run up to them and press fire to perform a sliding

■ Choose which type of game you wish to play



tackle. To pass the ball you aim in the right direction and hold down the fire button. The strength of kicks is shown by a yellow bar at the bottom of the screen.

EFFECTS

What sets *Soccer Challenge* apart from other football simulators are the graphics. The game is viewed from a slightly elevated position looking up the pitch and scrolling is extremely smooth.

A tremendous amount of effort has gone into making the players move as fluidly as possible. They actually run, not hop, skip, float or moonwalk. What's more these footballers are visible, not just specks on a green baize background.

The game is viewed as if on one of those mega TVs you see at super stadiums and the position of individual players is shown on a radar-like screen to the right.

Sound is well-implemented, consisting of a series of samples which don't interrupt the game-play, though a moronic tune plays at the start and an even duffer one greets each goal scored.

VERDICT

Since the beginning of this year, *ST FORMAT* has reviewed more than ten football games. It therefore seems fairly likely that you already own a soccer simulator of some sort. So the question really is, what does this game have to offer which is new? The answer is stunning visuals and a comprehensive practice option. The graphics are the best seen in any football game and the practice option soon has you playing like a true pro. The game doesn't have a two-player option, but how many people really play two-player games anyway?

If you haven't got a decent soccer sim or you can't get along with the one you've got, give *Soccer Challenge* a try. It's playable, attractive and well-designed. Over 'ere son, on me 'ed.

ANDREW HUTCHINSON

GRAPHICS	9
SOUNDTRACK	7
INTELLIGENCE	7
INSTANT APPEAL	8
LONG TERM INTEREST	8
OVERALL	85%

ST FORMAT



■ Select the teams: let's set Liverpool on Benfica...



The ref blows his whistle and the game's under way...



The ball is hoofed way up into Liverpool's half...



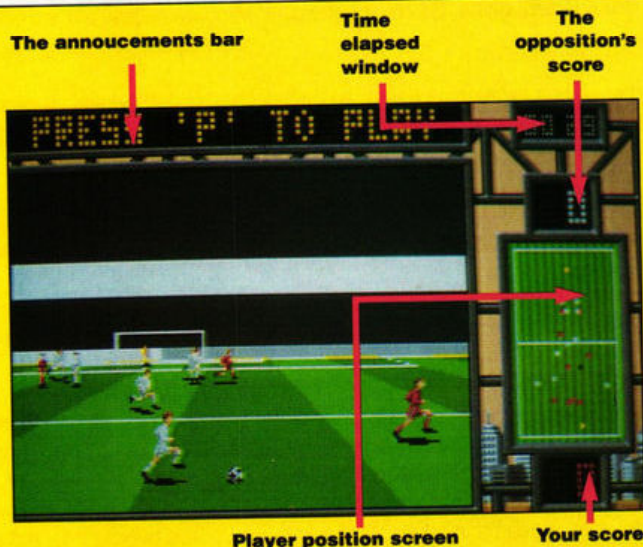
Benfica knock the ball out of play, Liverpool throw..



Liverpool break quickly through the middle...

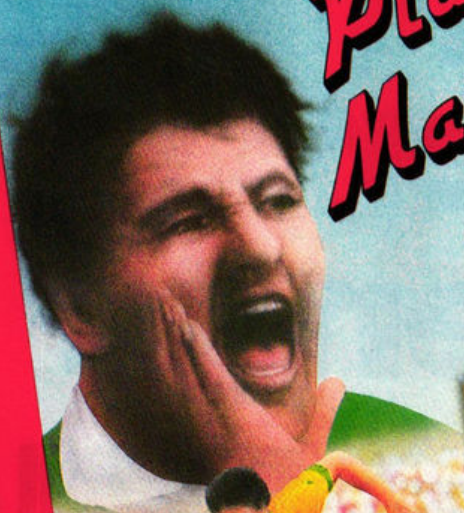


Brought down in the box - you can't miss from here!



■ *Soccer Challenge* has some extremely tasty graphics. Purists will be pleased to hear that you can actually see what you're doing with the ball. Another innovative new feature is that the ball rotates, rather than levitates!

Player Manager



Player Information			
Name	Position	Age	Height
Alan	Goalkeeper	31	176 cm
Weight	80 kg	Passing	100
Speed	106	Shooting	55
Ballst	109	Defence	155
Stamina	85	Goalkeeping	0
Restless	104	Goalkeeping	0
Aggression	41	Goalkeeping	0
Done			



by *Dino Dini*

PLAYER MANAGER + KICK OFF 2 A WINNING COMBINATION

Unique facility to design and implement your own tactics.
Over 1000 individual players, each with a unique combination of attributes and skills.
A lively transfer market. Haggle for the best deal.
4 division league and cup tournament with sudden death penalty shoot out.
Designed to integrate with KICK OFF 2 which has the options to load P.M. designed tactics. 1 to 8 individual Player Manager teams can be loaded for a single game, league or cup tournament.

AND A LOT MORE

AMIGA £19.95
ST £19.95

ST ACTION: The presentation has to be the best I have ever seen in any management game. Combining the compelling game play of Kick Off with the strategy of team management was a stroke of pure genius.

THE ONE: Player Manager is an exceptional football management simulation. It has astounding depth: an unmatched 1000 individual players, the ability to radically alter formation and team tactics – just about everything you would find in real football. Player Manager is the most involved, rewarding and playable games of its type.

THE ACE: The beauty of the Player Manager is that it successfully blends a challenging soccer management game with the frantic end to end arcade action of Kick Off. Designers have been trying to marry arcade footy with management for years-almost always failing abysmally. Player Manager brings it off in style.

NEW COMPUTER EXPRESS: The sheer depth of Player Manager is incredible. Almost every conceivable element of running and playing in a football team has been implemented including Kick Off. Anco has produced what has to be a definitive Manager game.

COMMODORE USER: One of the most impressive options yet seen on a managerial game and the keystone to the addictiveness and involvement of this game is Tactics option. P.M. lets you plan all your set pieces just the way you want them. You will never be able to say you aren't in full control of the game. At last a management game that requires true management skills. Add to this most addictive arcade soccer game ever – a winner.

AMIGA FORMAT: The mix between management and arcade is the best to have appeared in any football game. You will be playing it for months: there is so much to do.

ZZAP: An incredible realistic simulation of every aspect of football.

ANCO

ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No: 0322 92513/92518 FAX No: 0322 93422

www.dformat.com

DPaint is here

You've read the review (page 22), you've loaded up the Cover Disk and you've followed the guide to using it (page 24). And finally, here's your chance to cash in on Electronic Arts' determination to make lots of noise to celebrate DPaint's achievement as the first ever non-games winner of the coveted **FORMAT Gold** award.



■ Don't monkey about: enter the brilliant DPaint comp now!

We've picked a prize that's appropriately strong on visuals: this superb Canon EOS 700 camera and flash, a stylish prize worth nearly 600 quid. It's a real beauty, and to win it all you've got to do is answer the question below. (If you can't answer it straight off, just re-read the review and the Cover Disk guide - it's there somewhere!)

Write the answer on a postcard or the back of an envelope and send it to: **ST FORMAT DPaint Comp**, 30 Monmouth St, Bath BA1 2BW before the end of October.

And don't forget to put your name and address on your entry! You'd be surprised how many "anonymous" entries we receive. This is one prize that's just too damned good to miss! **stf**

THAT QUESTION IN FULL:

What is a Bézier curve when it's at home?

- 1) A tricky baseball throw;
- 2) Something Maria Whittaker has oodles of, or
- 3) A method of drawing curved lines?



■ This highly sophisticated matt-black I've-got-a-designer-lifestyle Canon EOS 700 (with a flash) is the fabulous EA DPaint prize

RULES

- 1) No employee of Future Publishing or Electronic Arts or their relatives may enter this competition.
- 2) Neither may His Highness Emperor Paul of Morgan.
- 3) Multiple entries? Forget it.
- 4) The decision of the judge, Lord Senile of Dementia, is final.



■ King Toot says: "I reckon it's the curse of the Pharaohs, me dying 3,342 years before the Electronic Arts DPaint competition and that. Oh well, mustn't grumble."

The world's under attack, spaceships have landed in Hyde Park, and there's only one man who can help. Mark Higham dons cap 'n' cape, performs the famous Superhero underpants switch and flies to the rescue of an alien-infested London

rick da

Rick Dangerous II reclaims the much-neglected formula of arcade games. Boasting hosts of pretty graphics, a variety of thrilling levels and a threadbare plot, it brings you face to face with your worst nightmares. If it sounds familiar then you've probably played Rick Dangerous I, but the follow-up claims

(predictably) to be bigger, brighter, bouncier, and offer oh-so-much-more of everything.

The first and most radical of the improvements hits you when you load up. When the original Rick Dangerous was released in September '89, the programmers made the big mistake of making it so tough that it was impossible to

get past level two. Microprose recently released a new version enabling you to play without working through the levels in sequence and Rick Dangerous II uses the same idea. Each time you start the game you're presented with a menu from which to select any of the five levels available.

The scrolling has vastly improved; all levels scroll horizontally or vertically and you're not forced to take any particular route. At many points you can proceed in two directions; one may lead to a bonus room while the other leads to sweat-inducing problems.

It's possible to double-back on your route giving you scope to explore various options when confronted with a problem. For example, you can climb up a ladder only to realise that certain steps activate a laser and bolts of lightning are suddenly searing your britches. The answer may well be to jump off the ladder before the lasers start up.

At one point your path is blocked by a massive brick in a low-ceilinged corridor. You can crouch down and crawl along the corridor, but you can't demolish the block because you can't use any of your weapons when you're crouching. The answer is to stand up straight (like a man) before you



■ Those wheels lurch backwards and forwards. Time your move carefully and you can leap over the wheel and onto the ladder...



But there's more to come. You're on an icy surface. To get onto that other platform, run on the surface then leap when you get to the end

■ When you program a follow-up you can't get away with re-hashing old levels; you need to come up with something new that not only excites the newcomer, but also the confirmed addict. New weapons, hosts of problems and a maddeningly addictive gameplay make this one a hit

FOUR MOVES THAT WILL SAVE YOUR LIFE

One of the most noticeable differences between Rick Dangerous I and II is the number of offensive moves available. Different combinations of the joystick and fire button enable you to throw grenades, leap into the air and let fly with your fists. The diagram below illustrates the moves available and the results.

Hold fire and push left to throw lasers. This is the most common way to kill the bad guys



Push up on the joystick to leap. The more you push left or right the further you leap. On icy surfaces you can jump much further



Hold the fire button and push diagonally down to throw a bomb. There are two types of bombs - one stands still while the other moves forwards when thrown



Crouch down to avoid lethal arrows or walk through corridors with low ceilings



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MICROPROSE - £24.99

ngerous II

step into the corridor and lob a grenade to get rid of the block.

When it just seems impossible to move in any direction, the answer is often to track down a switch in the wall. By activating these switches you can turn off lasers or call lifts to spirit you away.

Rick is armed with a number of useful weapons and with the right joystick moves you can throw grenades, fire a laser or use your fists. Each of these are essential if you're going to emerge victorious.

The levels become increasingly difficult to complete; you can just about get through the first level without ever needing to use a grenade, but as you advance you can't even scratch your head without having to lob a few grenades to buy you a moment's peace.

In level one flashing arrows point out buttons on the wall, making your task much easier, but as you proceed through the levels the buttons are hidden, leaving you to puzzle over how to progress.

EFFECTS

The game has subtly improved in the graphics department. At the start of each level is a short, animated intro sequence explaining how Rick happened to get to that level. Once you're into the real guts of the game, you can trot along hiding behind steel girders and the undergrowth.

The scrolling is a little peculiar. As you reach the end of a screen and move into the next, the entire display leaps forward one screen placing you at the start of the new one. This differs from the up and down movement where the scrolling is smooth.

Sprites are miniscule compared to some of the monolithic monsters we've seen recently on the ST. Rick himself is little more than 16 pixels square, tiny compared to the 320-pixel width of the screen. This is just large enough to keep the game absorbing, which is fortunate because the later levels do take you to some visually stunning settings.

In many of the scenes there are neat additional effects such as twinkling stars, vicious lasers, sparks, spikes and falling masonry - all of which are well-defined and highly atmospheric.

VERDICT

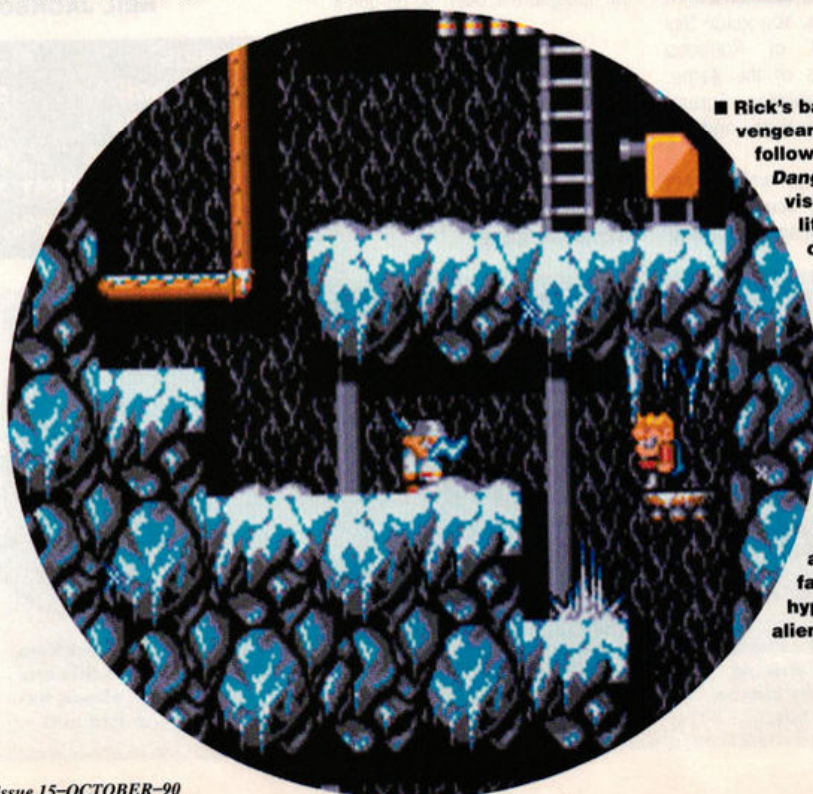
Admit it, *Rick Dangerous I* had you glued to your seat. Well, *Rick Dangerous II* is going to do the same thing for twice as long. The problems are more challenging and the options to solve them far wider. Making progress can be frustrating at first, but you quickly become experienced at throwing laser bolts and tossing grenades.

If you're excited by innovative games or demanding strategies then this game is not for you. Despite the recent trend towards new and original games there are still many gamers who want

nothing more than straightforward challenging arcade action and *Rick Dangerous* admirably fulfills that need. If you want some light relief and miss that arcade addiction, step into Rick's shoes and get ready for action!

MARK HIGHAM

GRAPHICS	8
SOUNDTRACK	7
INTELLIGENCE	4
INSTANT APPEAL	7
LONG TERM INTEREST	8
OVERALL	86%



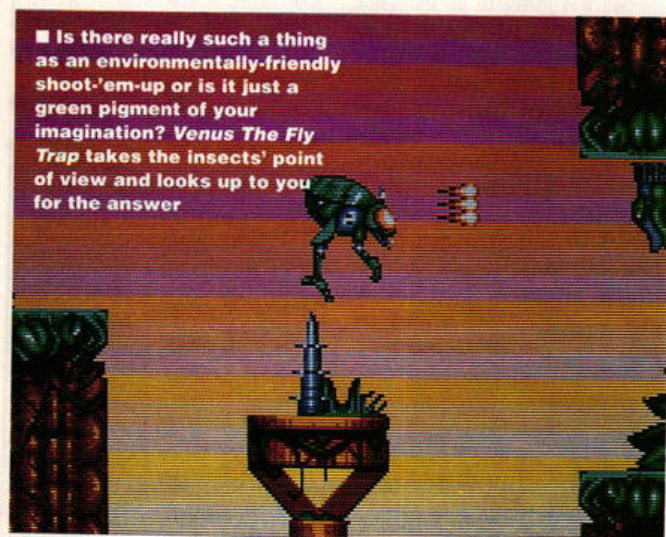
■ Rick's back with a vengeance. The follow-up to *Rick Dangerous I* is a visual feast, littered with obstacles and is predictably addictive. Your task is to race through the levels working out why you've activated poisoned arrows, missed over-active lifts and fallen victim to hyper-active aliens

venus the flytrap

**GREMLIN
GRAPHICS**
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■ Bumbling creatures such as the woody don't look particularly dangerous, but whatever you do, don't touch!



■ Is there really such a thing as an environmentally-friendly shoot-'em-up or is it just a green pigment of your imagination? *Venus The Fly Trap* takes the insects' point of view and looks up to you for the answer

It's a cultural idiosyncrasy that whenever there's a new threat to survival, a whole bundle of games are released based on the problem. We've gradually moved on from Cold War fever and nuclear destruction to environmental disaster scenarios. *Venus* is another of those games that uses the genuine ecological concerns of the present as the basis for a hell-raising trigger-happy B-movie epic.

In the not too distant future the over-use of pesticides and intensive farming causes a breakdown in the eco-system, killing off all the insects. This might sound like a good deal for picnickers, but the scientists disagree.

To restore the balance they use hastily-learned genetic engineering techniques to create new breeds of cyber-insects. Predictably, a DNA fault in the creatures causes them to go madder than a stirred-up hornets' nest and vast swarms of killer insects wreak havoc on the planet.

Total disaster can only be prevented by a single, special insect: Venus, the fly trap. You guide this insect equivalent of Robocop through ten areas of the game, including the Forbidden Forest, Wood World, Death Valley and the Stygian Creek.

Your task is to walk Venus along left-scrolling scenery, leaping chasms, dodging and killing

insects, and picking up bonus items. There are loads of these to pick up, some of which give you multi-fire cannons, *R-Type*-style beam-up weapons, extra lives or flying power.

You can just get really close to a target and pump the fire button like mad, but extra military potential certainly makes the job quicker and easier. With time limits imposed on each stage, speed is your need!

Venus would be a simple game, but for the cunningly placed pitfalls. The most obvious are the icons on the floor that make you lose time, bounce you into the path of gunfire and catapult you onto the ceiling.

Some bonus pods are not at all helpful. They can flip the joystick direction to cause confusion or turn into skulls which drain all your life away.

In between levels you're thrown into a bonus sub-game where you shoot and dodge insects like crazy and pick up energy and bonus pods as they're released. Run out of energy and the sub-game is over, so be quick!

EFFECTS

Venus is a well-presented game with attractive colours and sprites. The scrolling and animation is smooth and the style changes every five stages so there's plenty of variety as you work your way through the game.



■ Too much contact with the insect-world eventually makes you go to pieces

Sound effects are competent arcade-type noises, but the music is twee – fortunately it can be switched off if you don't like it.

VERDICT

Although *Venus* is an "original" game, it really isn't that original. It has a good plot and competent programming, but it follows the basic template of most other games in the shoot-'em-up genre. Fortunately, the right elements have been mixed in the right proportions, and assembled well. The end result is an addictive, playable game, with plenty of excitement – one to have if you enjoy a really good eco-bash!

NEIL JACKSON

GRAPHICS	7
SOUNDTRACK	5
INTELLIGENCE	4
INSTANT APPEAL	8
LONG TERM INTEREST	7
OVERALL	77%

TAKING ON THOSE BLOODSUCKING CREEPY-CRAWLIES

Creepy-crawlies lurk everywhere, waiting to drain your energy if you touch them. Plan ahead and...



Launch a well-aimed salvo at them when you're in striking distance. Even flowers can be deadly in this game, but...

You only get bonus pods from the larger insects like the snails and woodies. To turn the pods into prizes...



Just belt them hard with a few shots and they explode, revealing the secret item inside. Mystery items like this one can have a good or bad effect, but there's only one way to find out!



Tournament Golf™



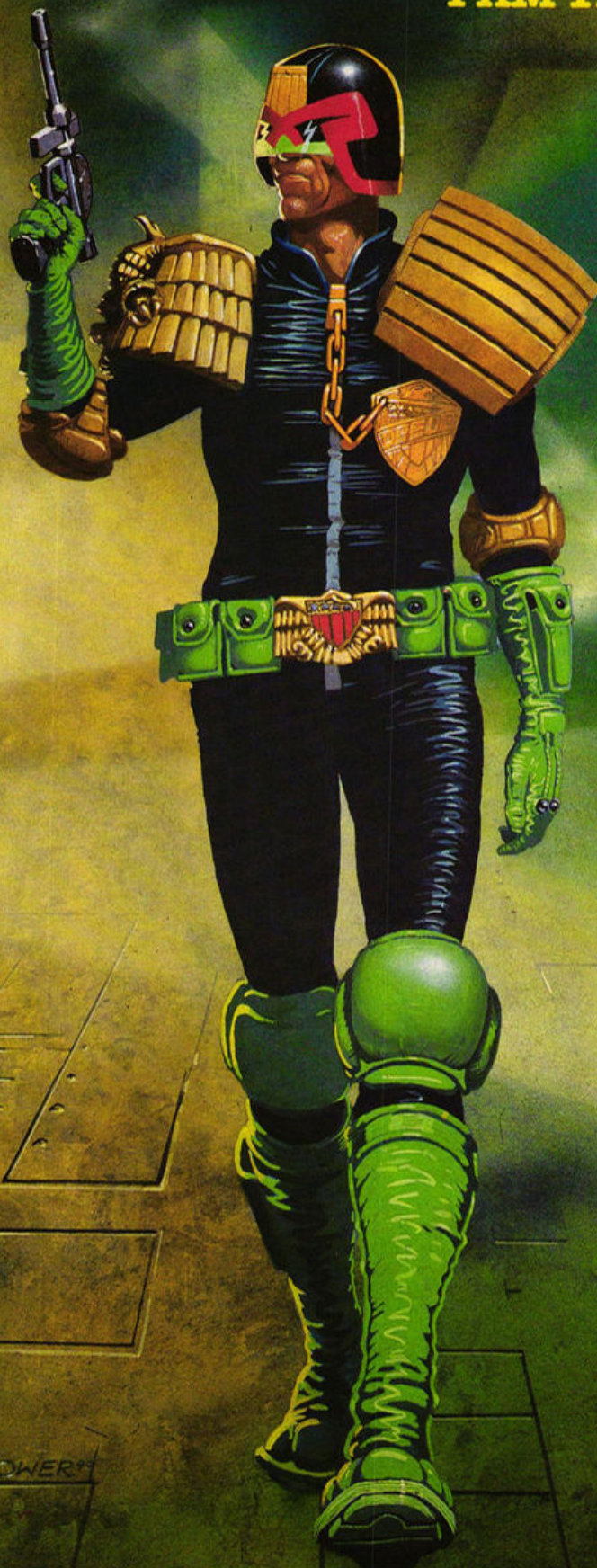
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magic fly

- 91%



When the STFORMAT Graphics Editor spends two years working on a game, you'd better believe it's going to be good. But when Mark Pickavance previewed his own *Magic Fly* in STF 13 he was not even sure the game could ever be completed. It seemed just too complex, too big to fit onto a single disk and too much fun to have in one day.

The game made it in the end, of course. When Mark Higham reviewed *Magic Fly* last month he certainly showed it no favours on Pickavance's account. In fact, if anything he was determined to find fault. Yet he ended up, three pages later, saying: "If you're looking for state-of-the-art action and addictive gameplay, look no further than *Magic Fly*. It's the ultimate 3D experience."

High praise indeed. And the score was a much-deserved 91% **FORMAT Gold**.

That did it. Electronic Arts needed no encouraging to celebrate the release of this mighty game. So we've joined forces with them to offer a unique collector's item: the STFORMAT/Electronic Arts *Magic Fly* limited edition T-shirt. It will never, ever be available from anyone or anywhere else. And we've an appropriate number of these wonderfully spontaneous fashion items to give away: 91 of them, to be precise – one for every per cent it scored. (Actually they gave us 100, but we ripped off nine for ourselves.)

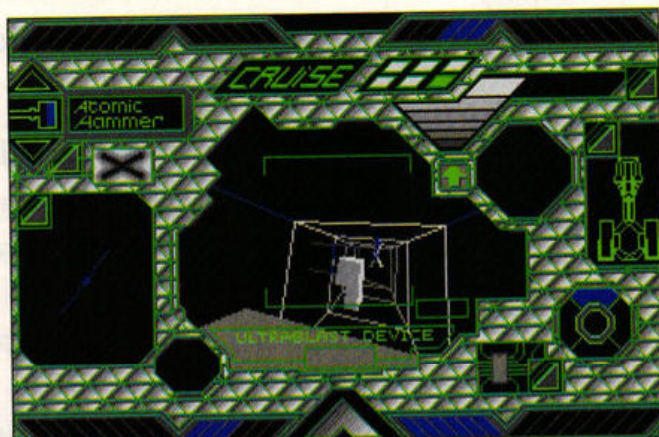
Winning is a piece of – er, that is to say, it's dead easy. Simply bung on a postcard or the back of an envelope the answer to the following ridiculously easy question, remember to slap on your name and address and shoot the lot off to us here before the end of October at STFORMAT *Magic Fly* Comp, 30 Monmouth St, Bath BA1 2BW. Come the end of October, you too could be skanking the streets in this outrageously bodacious shirt! **stf**

RULES

1. No-one at Future Publishing or Electronic Arts may enter and neither can their needy relatives.
2. And neither may Mark Pickavance or his mother.
3. And neither may Lord "he's so cool" Paul of Morgan.
4. You might think multiple entries will guarantee you the coolest wardrobe in town, but you'll look pretty silly wearing the same T-shirt everyday of the week – you'll also be disqualified!
5. Lord Denning of Ga Ga (he can't enter either) may be totally out of touch with the thinking of the man and woman in the street, but he is after all a judge and his decision is absolutely final (pending appeal). And you can quote him on that, though he'll complain afterwards.



From lightning-fast 3D action screens right through to superb inventory lists, this game oozes technical wizardry. Even Mark ("Seen It All Before") Higham is dumbstruck by the awesome visuals as he clammers aboard the *Magic Fly* for the flight of a lifetime



■ Lunch-repeating 3D graphics and gutwrenching gameplay – be careful you don't mess up your limited edition *Magic Fly* T-shirt!

RIDICULOUSLY EASY QUESTION

Who did the graphics for *Magic Fly*? Was it:

- 1) The Bit Crap Brothers
- 2) The Fullbog Brothers, or was by any chance
- 3) Mrs Pickavance's Boy?

VERY IMPORTANT DISCLAIMER

STFORMAT and Future Publishing regret that we cannot be held responsible if, when wearing the *Magic Fly* special edition T-shirt, you are not nearly as cool as Sir Paul "Bodacious Dude" Morgan. Remember, His Coolness is a highly-trained Dude: don't attempt to wear a hat like this yourself – you could be found wanting!



Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

- ★ 1 to 4 players option (Amiga & ST)
- ★ Kit Design (Amiga, Atari ST & IBM)
- ★ Facility to load Player Manager teams and designed tactics.
- ★ Instinctive joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
- ★ Two players teams mode against the computer.
- ★ After touch controls to bend or dip the ball.
- ★ Set piece Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red & yellow cards indeed host of features to create the atmosphere of a soccer game which is real fun to play.
- ★ League and Cup Competition with sudden deaths penalty shoot out.

THE ONE - Ultimate soccer simulation. 96%.

THE ACE - Brilliant. Buy, Boy, Buy. 930.

AMIGA FORMAT - Best footy game to have appeared on any machine. 94%.

ST FORMAT - What a game! Gem to play. Magic. 90%.

C & VG - Championship winning material. 95%.

GAMES MACHINE - Probably the best sports game ever. 92%.

COMMODORE USER - No other footie game can touch it. 90%.

AMIGA ACTION - Surpasses all other football games. 93%.

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KICK OFF 2 (Expanded Amiga)	£24.99

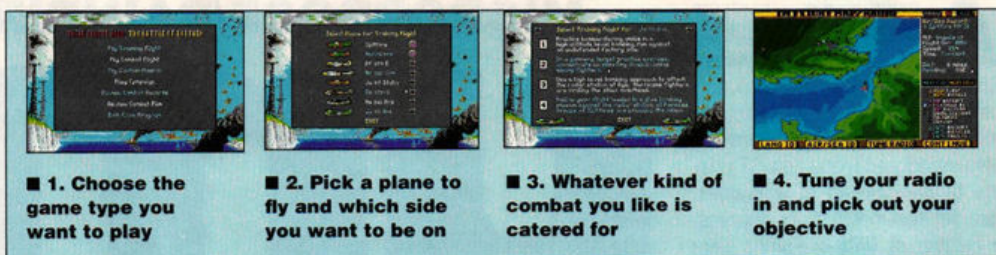
ANCO



If your idea of a lazy Sunday afternoon includes a distended gut from overeating, a mug of coffee and a black and white war film on BBC2 then you should enjoy Lucasfilm's latest creation. *Their Finest Hour* is an extremely comprehensive multi-aeroplane flight simulator set in 1940. The game covers the Battle of Britain from both sides of the conflict, British and German.

You decide what kind of game you want to play; training flights, combat flights, custom missions and entire campaigns can be flown.

The training option enables you to become familiarised with the plane and enter into combat situations straight from the menu. The type of training flight you engage in depends entirely on the plane you've chosen to fly. Options include flying Spitfires and Hurricanes with the R.A.F or Messerschmitts, Junkers and



■ 1. Choose the game type you want to play

■ 2. Pick a plane to fly and which side you want to be on

■ 3. Whatever kind of combat you like is catered for

■ 4. Tune your radio in and pick out your objective

Dorniers for the Luftwaffe. Sorties include strafing foreign runways or shooting down circling enemy planes.

The combat options are similar to the training runs except they're historically accurate. You can bomb French, German or British factories knowing that this really happened in WWII.

The option with greatest scope is the Campaign option. This enables you to change the course of history – for example by winning the Battle of Britain for Germany! You fly 25 missions and

have complete control over the flight group, the plane types, the number of planes, the formation and the flight plan.

All you need now is a large map, 30 girls wearing khaki with clipped BBC accents, some huge bowl-shaped headphones and a few wooden rakes to create your very own fighter control.

EFFECTS

The graphics are superb! The cockpits are faithful replicas of the originals and your field of vision is the same as you'd see in a real

plane. By pressing the appropriate key on the numeric keypad you can change your viewpoint. If you're in a bomber you can sit in the rear gunners seat and really surprise a few Junkers.

Control of the planes is fairly easy and thankfully you can't do stupid things like 3G negative rolls or cartwheels across the ground. Pointing the nose too high leads to a warning message saying you're about to stall. If you get shot up and decide to bail out a nice graphic of your plane plummeting earthwards greets you just to rub in the fact that you've destroyed the thing.

Sound is dull, but then over the top sound would have blown the feel of the simulator.

VERDICT

This game has enough depth to warrant returning to it again and again. If all you want is a quick dogfight then you can carry out a training flight and if you want to play one game for a month then the campaign option is there.

Their Finest Hour successfully recreates the gritty realism of the 1940s. These spitfires don't come equipped with Sidewinder missiles or electronic counter measure circuitry, they just have a couple of side-mounted machine guns. In order to shoot down a German you really need to engage in combat; none of this sissy lock-on and fire type combat, but a real plane to plane dogfight.

Their Finest Hour just oozes quality, depth and exciting gameplay and more than justifies its 30 quid price tag.

ANDREW HUTCHINSON

GRAPHICS	9
SOUNDTRACK	7
INTELLIGENCE	9
INSTANT APPEAL	8
LONG TERM INTEREST	9
OVERALL	91%



■ You've set off in search of trouble, everything seems quiet...

■ ... Oh no! You spoke too soon. Here come a brace of Spitfires straight out of the sun

■ You zip into the rear upper gunners seat and start firing back. Ha ha ha! Die English pig dogs!

The Battle of Britain was a turning point in the Second World War. 50 years on it's time to dust off the flying jacket and strap on the goggles. Contact! Chocks away chaps... It's *Their Finest Hour*!

your DQ'172-2 is soon spewing hot lead at the Spitfires. They pull back under the onslaught and drop out of sight...

LUCASFILM GAMES/US GOLD £29.95



their finest hour –

the Battle of Britain

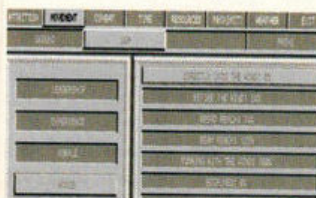
■ The big front gunner has caught sight of some reinforcements, dacka dacka dacka...

■ ... down he spins, hopelessly out of control, towards Davy Jones locker

Among the hardcore wargaming fraternity the original *Universal Military Simulator* was an undoubted success. Its complex and versatile mixture of combat and strategy also introduced many new ST owners to the concept of wargames. Bearing testimony to its success, a number of *UMS* scenarios were released, enabling machine-militarists to experiment with wars in Vietnam, the American Civil war and Napoleon's Waterloo.

But like war itself, which has gone from sticks and stones to nukes and nerve gas, *UMS* has escalated. Gone are the simple battlegrounds, little larger than a few farmers' fields with maybe a grassy knoll and a village or two to use as hidey-holes. Instead, *UMS II* provides the perfect terrain for a global war – the entire planet.

The reason behind this move was to provide a more realistic backdrop for military conflicts which the *UMS* team wanted to simulate. World War Two would have been a physical impossibility using the old system, so a new one had to be designed. The first stage was to provide a map of the entire Earth, in fine detail. Not an easy task, but one which Inter-galactic Development Inc (the *UMS* team) have undertaken in earnest, with surprising results.



■ Ominously named, the Master Control Program is the core of *UMS II*'s logic. Here you can modify the way elements affect the outcome

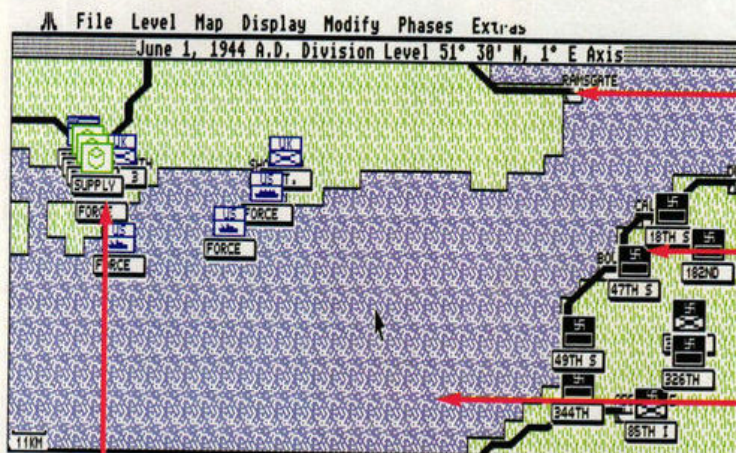
One of the side effects of their research was the opportunity to simulate the earth's changing weather. It soon became clear that this could actually become part of the battle equation, affecting the performance of ships and altering the effectiveness of troops in storms. Everything from seasonal climates and prevailing winds to temperature zones and thunderstorms have been included, adding an extra degree of reality to the deadly warfare.

But *UMS II* is not just a weather simulator. Its improved battle systems now enable governmental-type control over the warring factions. Production budgets and tax rates can be set, enabling your country to maintain a constant supply of military units to the warzone. This works in conjunction

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ums

Like viruses, wargames just keep on evolving and *UMS II* leads them into battle. Neil Jackson returns to 1944 and takes on the mighty Third Reich, armed with nothing more than his ST and a small mouse



British and American troops wait on the South Coast

Major roads and place-names can be toggled

Hitler's infantry divisions wait in Northern France, unaware of the forthcoming Allied assault

The Allied troops must cross the English Channel to land at Normandy

■ Who do you think you are kidding Mr Hitler, if you think old England's a medium resolution GEM window with menus on top? You are the boys (and girls) who can stop his little game in the WWII scenario supplied with *UMS II*, the game Saddam Hussein would use to plan his holidays

with another parameter, National Will, which is effectively a morale indicator. If you're losing the war and your important cities are falling into enemy hands then National Will decreases. In turn, production targets are not met, making the struggle even harder.

Other new elements of the conflict system include transport capability and battle reports. You can direct units all over the world using a simple menu-selection process to select the aggressive

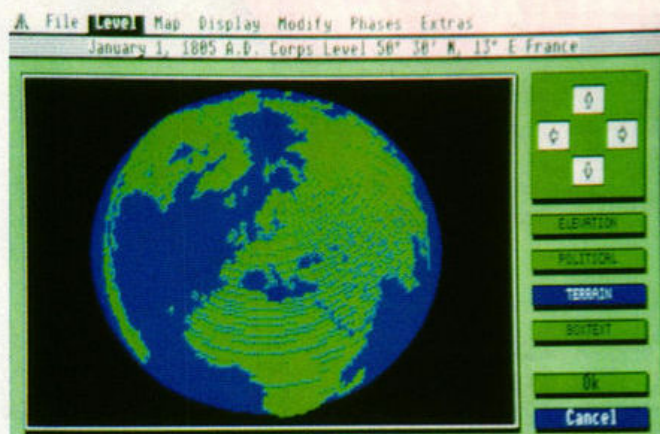
manoeuvre required and a likely location to head for.

You can tell your infantry to march to a location and attack it, using a simple "elastic-line" to direct your troops. You can designate several waypoints en route where other units may be waiting to resupply. At the final location, battle ensues – if the enemy hasn't already fled!

The transport facility enables you to carry troops and supplies across oceans (by ship) and land

(by truck). You can even stage "air-drops" using airborne divisions to supply provisions or drop troops from the sky into front-line zones.

Controlling all these elements seems, at first glance, a difficult task, but battle control is intuitive and soon mastered. Although all parameters can be changed using a master control panel, the scenarios included use a pre-determined set-up which requires little or no alteration in order to have a good game. You can simply jump



■ You can't make global war without a globe to make it on, so here's one we made earlier. All you need is a large number of soldiers, several thousand tanks and a mad dictator at the helm

straight in and assume control of one or both sides or play against a friend or the computer.

Each side issues orders to their units and when both sides are done, the computer takes over and updates the state of play.

Battles are fought using the complex algorithms to work out the successes and failures. Reports are issued as each unit enters a fight or reaches its target, and they can even be printed out on paper, complete with accurate facsimiles of original letterheads.

EFFECTS

UMS II runs in medium resolution which limits the number of on-screen colours to four. This is a limitation, but is the only effective way of cramming in all the information. Colour has been wisely used to highlight the important unit icons and provide a clear display.

The system uses GEM to display the maps and battle information. Pull-down menus make the system familiar and easy to learn, but they're a little uninteresting. GEM is also renowned for not having the fastest screen-update, so complex maps, with all the icons, names, weather-systems and terrain indicators can take up to 30 seconds to be drawn. Multiply this by around 50 units to move and you find you spend a lot of time waiting for the screen to redraw.



■ Prepare your attack routes carefully by studying the terrain. Soldiers move slowly over hilly ground and tend to be unstable when marching over pack ice in hob-nailed boots. Woooah!

Although there's a neat tune during the introduction, complete with some simple animation, there is no other noise in the game.

VERDICT

Despite its graphical and musical shortcomings this game is marvellous. The depth of detail in the combat systems is phenomenal. The supplied scenario shows the strategies used in the Normandy Landings in 1944, enabling you to pick up tactical tips and put them to use in later games.

As you learn more effective ways of fighting, the program takes a back seat, with your strategies and attack methods becoming the focus of your attentions.

UMS II doesn't set out to amaze you with displays of techno wizardry; it's there to stretch your imagination and provide a basis for you to live out your military dreams (or nightmares). Without doubt there's no other program that even comes close to achieving this. UMS II means war!

NEIL JACKSON

GRAPHICS	5
SOUNDTRACK	3
INTELLIGENCE	9
INSTANT APPEAL	7
LONG TERM INTEREST	9
OVERALL	87%



■ Pugh, Pugh, Barney, McGrew, Cuthbert, Rommel and Grub. Check out the pecking order in the Wehrmacht with this screen and then move the troops to the front line in one go

THAT MAN! STAND UP AND BE COUNTED!

The man behind both UMS projects is Ezra Sidran, head of Intergalactic Development Inc. Ezra studied at art college in Chicago and went to Wisconsin University to learn the principles of Medieval Economics. He realised pretty quickly that there was little future in that!

After spending some time in Hollywood as Art Director for several trade magazines, Ezra fulfilled many a teenager's dream by becoming a rock 'n' roll musician, touring America. He kept this up for ten years before finally hanging up his guitar.

"My brother still tours with the Steve Miller Band," said Ezra, obviously unimpressed with his sibling's success. "The average age of the band is about 46 and I didn't want to still be touring when I reached that age. Life on the road is a drag."

So in a strange career move, Ezra turned to computers as his creative outlet. "Computers were a chance to do something really right for once!" he said, commenting on the relative ease with which you can put programs together, compared with records. Soon after, the brilliant design for UMS was to prove him right.

Until then Ezra had never seen an ST. "I didn't know an ST from a Volkswagen," he laughed. Then UMS was commissioned by Firebird and they introduced him to the machine by supplying him with a 520 ST and a whole library of manuals. Things soon changed. "I fell in love with the ST," Ezra beamed. "It's exceptionally good from a programming point of view."

Assisting Ezra was one Dr Ed Bever, a military historian

from Princetown who had worked on simulations before. Ezra explained the basic idea for UMS II to Dr Bever after speaking to Microprose who were very interested in a sequel.

His response was, "Great. Let's simulate global strategic warfare on an entire 3D planet." Unfortunately for Ezra, he got talked into it. Reflecting on the chaotic and arduous task, Ezra said, "Now we're about one year

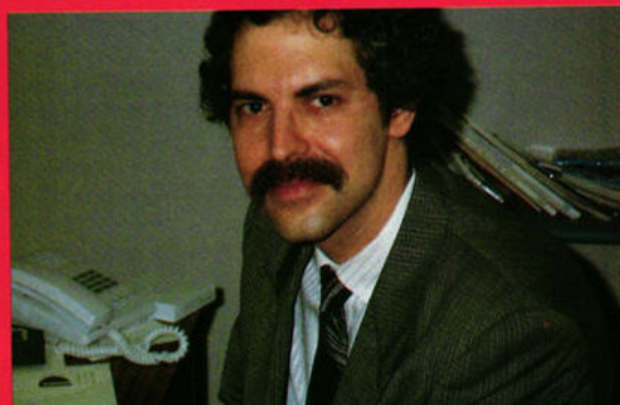
and £120,000 over budget, but these things happen!"

And so began the job of turning a bright idea into a finished product. Ezra wrote the artificial intelligence

routines from scratch on the ST and this formed 20% of the overall program. Although the original UMS was 100% Ezra's work, UMS II was such an enormous project that it took seven people working in New Jersey and Hawaii almost two years to complete.

The problem was that nothing was impossible, just very, very difficult. Ezra commented that it would have been better if Dr Bever had come up with flat-out impossible ideas because they could have been thrown out straightaway. Instead they all knew it could be done: it would just take lots of time and loads of effort.

And now it's all finished, Ezra is planning a holiday in the UK and is looking for a short-term lease over here. But knowing Ezra, it'll be a working break. You see he's got this crazy idea about a series of detective games based on famous unsolved murder mysteries. He left muttering something about Jack the Ripper and Lizzie Borden...



■ Behind every major conflict there's a military genius planning, taking risks and hiding in a bunker. Programmers like Ezra Sidran, however, are right in the firing line when it comes to deadlines - UMS II was only £120,000 over budget!

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As computer games have grown apart from their arcade parents they've become more and more sophisticated. It's not uncommon to find games spanning two disks and burdened by an intimidating manual the size of the Bible. Throw in protection cards and the occasional keyboard overlay and you start to wonder if you've bought shares in British Aerospace rather than a simple flight simulator.

The programmers of *Manix* have gone back to the original arcade formula; instant playability and alarming addiction. The hero is a bright yellow ball who bounces up and down on a bumpy landscape. This landscape has been split into coloured squares and at the start a number of bombs tumble out of the sky and change the squares into different patterns. Your job is to change them back by making the yellow ball bounce on each square, cycling through the possible patterns.

To complicate matters there are a host of different objects tumbling out of the sky including Ninja balls who race round the landscape changing the patterns of squares just as you've nearly won. Other features include bonus coins that build up your score and potion bottles that either give you extra lives or reveal passwords to other levels. Make sure you avoid the occasional spike which pops out of the ground to puncture your life if you land on it.

EFFECTS

Cutesy-style games are in vogue at the moment and the graphics in *Manix* strive to capture that popular cutesy atmosphere. The fluffy yellow ball and the detailed landscape look attractive and give the game a childish appearance – but don't be fooled, because in the later level, you need quick reflexes and real skill to stay alive.

Sound comprises music which plays throughout the game. It uses the ST's sound chip, is constantly changing, but far from exciting.



■ What a load of balls! *Manix* can be played in two-player mode as a collaborative effort. One player uses the keyboard and the other plays with the joystick. Catch that potion before it disappears and you can have an extra life

MILLENNIUM £24.99

manix



■ When the game starts all the squares are in a certain pattern, but bombs fall out of the sky and change them. Bounce up and down on the squares and change them back again – if you take too long more bombs land and change the squares again

VERDICT

Manix is like one of those sound effect machines you can buy for your car. When the traffic gets too bad you can pick them up and make blasting noises to relieve the tension. *Manix* offers light relief when you get pissed off because you can't find the trigger switch for the Novabomb in *Damocles*. It isn't going to have you riveted to your seat into the early hours of the morning but it's certainly worth a go in your lunch break.

MARK HIGHAM

■ (below) Get bouncing and change those squares back to their original colour before those nasty bombs reappear

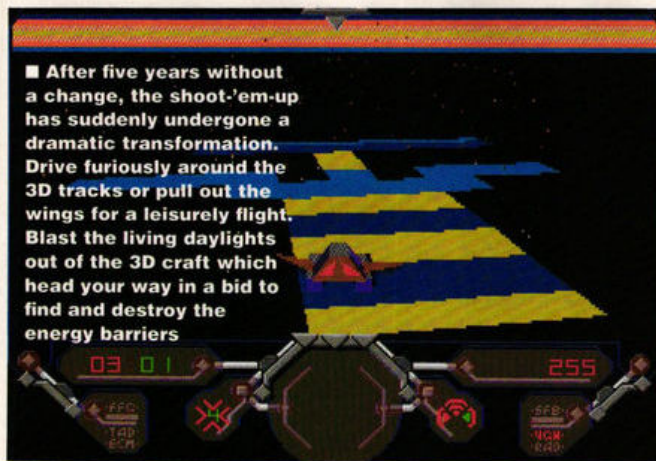


■ (left) Make sure you don't fall into the water and watch out for falling bonuses



■ (above) Just one more square to go. Oh no, a bomb falls, ready to change all the squares again!

GRAPHICS	7
SOUNDTRACK	7
INTELLIGENCE	4
INSTANT APPEAL	8
LONG TERM INTEREST	6
OVERALL	71%



What does it take to make a good shoot-'em-up? Essential ingredients include an outer space setting, battalions of mutant aliens and hosts of collectable lethal weaponry. Take this lot and toss in some nifty scrolling and voila! You've created an instant trigger-happy masterpiece.

Simulcra has all these qualities and more; instead of the traditional overhead view that stems back to *Space Invaders*, it introduces 3D aliens, a 3D landscape and new objectives into the tired and hackneyed genre.

Simulcra is arranged as a series of scenarios and within each scenario are five matrices. Each matrix is essentially a complete level in itself. When the game starts, the matrix pops up to indicate where you are, your direction and the difficulty of each level. It's your unenviable job to work your way from one end of the matrix to the other.

If it sounds like plain sailing and just your kind of game then go away and slash your wrists now. This is your worst nightmare magnified ten times. Besides hurling missiles at the monstrous number of alien craft heading your way, you also need to break down special energy barriers which divide the matrix into partitions. Destroying each one isn't just a case of catapulting a few well-timed missiles into the awesome wall, instead you need to track down an elusive energy generator and blast it to smithereens.

This formidable challenge is fought in outer space and set on a huge series of connecting tracks which essentially "float" in space. You command a Simulcraft, capable of moving James Bond-style either by land or air.

When you move by land you need to stick to the tracks which weave around the matrix.

If you choose to fly you need to make certain you're equipped

simulcra

MICROSTYLE £24.99

with wings (enemy craft blast them off if you're not careful). Flight is the fastest way to hurtle round each matrix but it's also the hardest. You can fall victim to flying enemies and you must be careful not to crash into barriers.

Your progress round the maze is hampered by trigger-happy aliens, enemy installations and stationary obstacles.

Shooting many of these turns them into special pods. If you pick up the pods before they disappear, you can collect the bonuses they offer. Some reward you with extra points, others give you new lives or extend the abilities of your craft.

You can, for instance, buy a radar to scan for enemies or wings to replace those lost in battle.

EFFECTS

It's the visuals which prevent this from being just another seen-it-all-before shoot-'em-up. Arranged as coloured connecting tracks which extend into the horizon, they give a real impression of depth.

When you want to move left or right, tap the joystick in your intended direction and the entire display revolves round. Stop moving the joystick and the screen stops moving. Now push forward on the stick and you launch yourself into the great unknown.

Enemy installations, alien craft and even pods are represented as a series of 3D plains in a similar manner to those found in the Freescape games such as *Driller* or *Castle Master*.

Sound effects are confined to spot noises which emerge

whenever you're under attack or when you fire weapons.

VERDICT

Simulcra adds exciting new life to a game style which is frankly dead and buried. With hosts of collectable weapons and two forms of movement – air or land – it has enough to keep you returning to the game for months. If you're not into high-speed joystick action you're not going to fall for this one, but there's no disputing that it adds an original angle to the most addictive genre of all time.

MARK HIGHAM

GRAPHICS	8
SOUNDTRACK	6
INTELLIGENCE	5
INSTANT APPEAL	7
LONG TERM INTEREST	8
OVERALL	81%

FIVE FIFTY KEYBOARD COMMANDS

F1 **F2** **F3** **F4** **F5** If you have the radar installed use this key to toggle between radar display and the map

F1 **F2** **F3** **F4** **F5** The main map is essential to work out where you are in relation to the force fields



F1 **F2** **F3** **F4** **F5** This installs the electronic counter measure. You can use it to deflect missiles

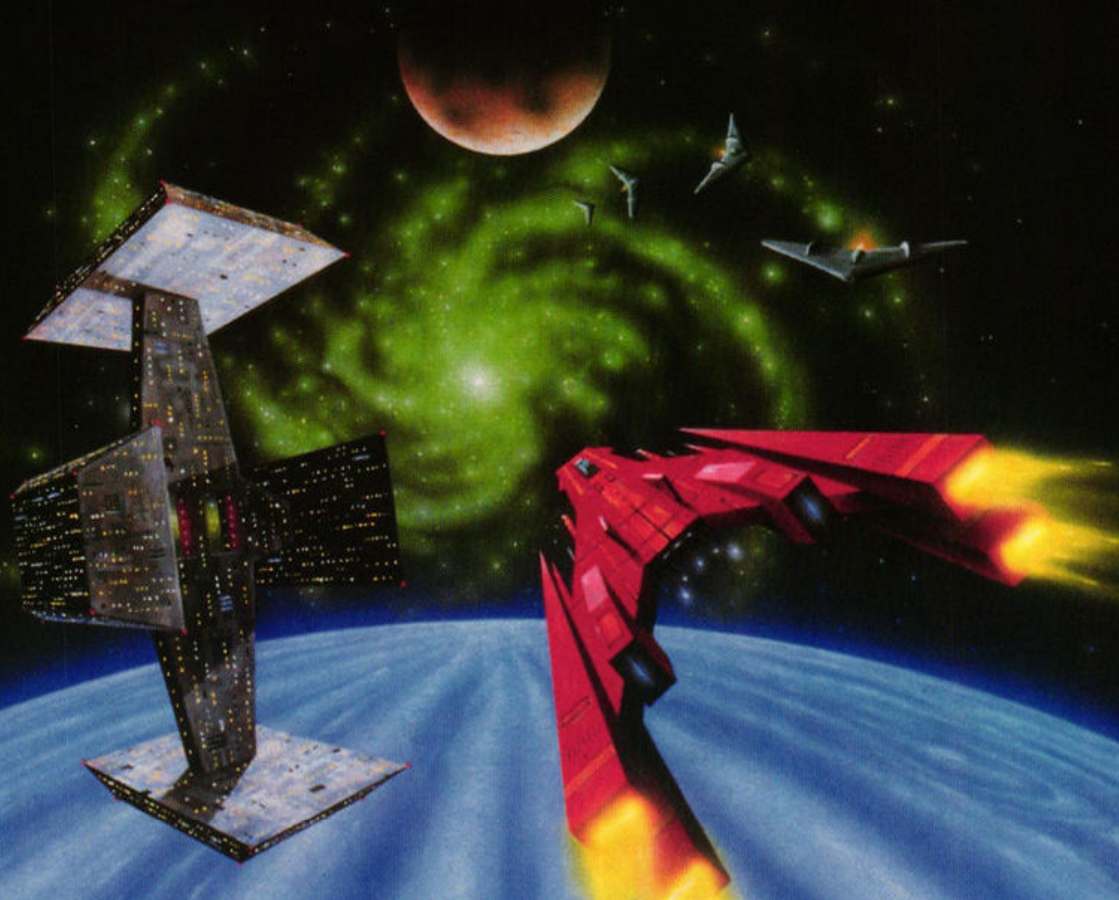


F1 **F2** **F3** **F4** **F5** Toggle wings in and out. If shot off remaining energy is used to give you new ones

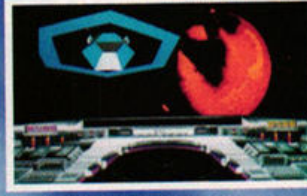


F1 **F2** **F3** **F4** **F5** With the wings extended, hit F5 to fly. Glide over small gaps and blast out the generators

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If you bought a satellite dish to watch the sports channels rather than re-runs of *Charlie's Angels*, then the odds are that sports sims are your favourite ST games. If so then *Championship Tie Break* which recreates the thrills of tournament tennis should have you squealing for more.

You have the option to enter a world tournament, a tournament of your own design or to practise. The world tournament has 16 seeded players who can be either human or computer opponents. Thus if you're Mr Popular you can have 16 of your friends competing against each other in one big cut 'n' thrust, lob 'n' volley competition.



■ Choose your opponent from 16 seeded computer players

The tournament you choose dictates the surface you play on, for example Wimbledon is played on grass, the US Open on clay and the Australian Open on 'roo shit. After you've selected your racket, decided the length of the match and singles or doubles, the matchplay begins.

If you choose the doubles option then four people can play at once via the printer port and an adaptor attached to two extra joysticks (£4.99 from Microdeal ☎ 0726 68020) or you can play against two computer opponents with one of the good seeds on your side.

The match screen shows an overhead view of the court. There are no shots of the grandstand, simply the court, the players, the umpire and the ball persons. The screen is half a court length and scrolls smoothly as the ball is played to show the other half of the court, keeping the ball central.

championship tie break

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Control of the player is the same no matter which end of the court you are. The computer controls the position and you pick the shots from your repertoire. Serve by pushing the joystick forward to throw the ball in the air. When it's at the correct height release the joystick and the ball flies down the court.

You play a fore- or back-hand shot by pushing the joystick

Slip into your Nike tennis shoes, pull on your Sergio Tacchini top, wriggle into your Adidas shorts and dust off your Slazenger racket. It's time to play some serious championship tennis

The direction of the ball depends on the angle at which your racket hits it. For example, leaving it late sends the ball to the right, hitting it quickly sends it to the left. If you require extra power hold the fire button down. But be careful: hold down the fire button and strike the ball too

appears as it hits the court. When a lob is played the ball enlarges in a brilliant 3D effect and seems to almost fly out of the monitor and smack you in the face.

A sampled racket sound is played every time the ball is hit and a thud greets the ball hitting the court. A digitised voice announces the score.

VERDICT

Tie Break succeeds where other tennis games don't because it's actually playable. The programmers have stuck to the essentials, ignored all frippery and created an excellent game with lasting appeal. Playing doubles with three of your friends is tremendous fun and leads to some hilarious moments. Computer opponents can be a little hard to beat, but this pushes you to the limit and rapidly improves your skills.

If you enjoy challenging friends or simply fancy a game of solo tennis, turn on your monitor, get out the barley water and get stuck in to *Tie Break*. You can almost hear Dan Maskell in the background.

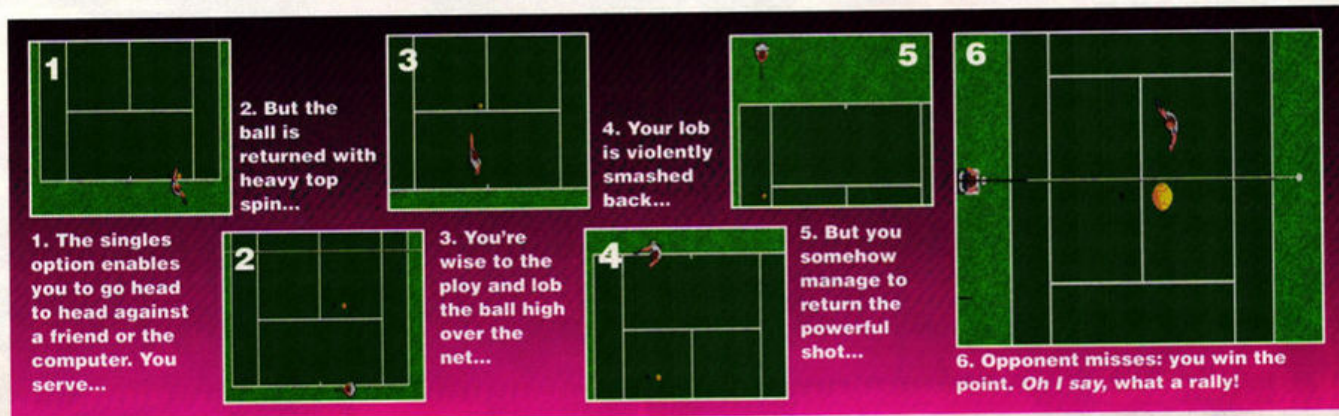
ANDREW HUTCHINSON

EFFECTS

The graphics in *Tie Break* admirably suit the task in hand. Rather than wasting space on shots of the crowd or the scoreboard, the court occupies the entire screen. This means players are larger, easier to see and easier to control. The ball is clearly animated and a puff of dust

early and you're highly likely to do some serious damage to the umpire.

GRAPHICS	8
SOUNDTRACK	7
INTELLIGENCE	7
INSTANT APPEAL	8
LONG TERM INTEREST	8
OVERALL	83%



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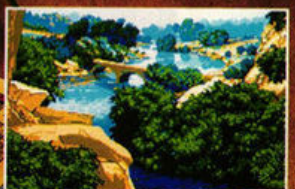
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Cadaver

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■ The Bitmap Brothers, responsible for *Cadaver* (L to R) Eric Matthews, Mike Montgomery and Steve Kelly



■ Karadoc the dwarf has got himself lost in a dungeon with only a diary and a large reptile of the family Ness for company. Where the hell do you go from here?

The world of dungeons and dragons has always been popular with the software industry. The problem is that, until relatively recently, most attempts at creating fantastic worlds populated by elves, dwarves, barbarians and Ford Capri drivers weren't overly popular with ST gamers. With the advent of games like *Gauntlet* and *Dungeon Master*, however, the situation changed and role-playing games became popular with a far larger audience.

Now those popular programmers the Bitmap Brothers, creators of *Xenon II*, have turned their attention to this genre. The result is *Cadaver*.

You control a dwarf called Karadoc who is languishing in a grim dungeon. Karadoc has to explore these dank rooms, overcoming all sorts of problems and picking up goodies such as gold and gems along the way. The dwarf's long term objective is unknown to him (and you) and is only discovered as you explore.

The game is an isometrically presented arcade adventure and



■ Somehow you've got to unlock this door, hmmm, could that cunningly hidden switch be the solution?



Well yes, but quite frankly you didn't plan on opening it this way! Sore buttocks are an integral part of any escape

you look down obliquely on the dungeon. To control Karadoc you use the joystick and the keyboard rather than the mouse. Movement can be switched between four and eight directions which makes swift movement through the dungeon a lot easier.

Objects can be manipulated by calling up the icon window at the bottom of the screen. This enables you to pick up, use and examine pickaxes, keys and anything else that takes your fancy.

An inventory of what you're carrying can be called up by pressing the space bar and individual items can be examined in greater detail by pressing the return key. Close examination of items often reveals clues which aren't immediately obvious.

All sorts of ugly creatures live in the dungeon and these can seriously damage your hero's health. In the opening scene a large Loch Ness-type monster rears out of the water and roars at you and throughout the dungeon, maggots, snakes and creepy-crawlies slither, creep and crawl about.



■ There's a few handy items in this room. That boat looks promising, so you investigate...



Crikey! If this ugly creature is your welcoming committee, you better stick to dry land

moves fluidly, looks great and is altogether superbly animated.

Sound effects are thoughtfully used and when a creature does make a sound it is entirely in keeping with the way it looks: monsters roar, spiders keep their mouths shut.

VERDICT

Cadaver has a perfectly judged difficulty factor that keeps you hooked on solving the next problem that crops up. The first few screens ease you into the game and provide elementary problems illustrating how to go about solving the game, from then on the going just gets trickier and trickier.

Movement of Karadoc can be annoying when you inadvertently step through doors when only trying to pick up objects nearby, but at least when you do step through them the screen updates are fast.

The Bitmap Brothers have brought life to a tired genre. *Cadaver* is an immensely playable game stuffed full of dungeons, dragons, dead bodies and dwarves – all the elements those well-adjusted role-players love!

ANDREW HUTCHINSON

EFFECTS

The graphics in *Cadaver* are excellent. The walls of the dungeon are grey and crumbling and evoke a claustrophobic aura of mysticism and decay. A lot of time has been spent making sure each particular dungeon its own distinctive look. Karadoc in particular is well-drawn,

GRAPHICS	8
SOUNDTRACK	6
INTELLIGENCE	8
INSTANT APPEAL	7
LONG TERM INTEREST	8
OVERALL	81%

■ Quicker than a chicken biryani through the intestinal tract, stronger than the language in an Eddy Murphy film and better looking than the first pint of the weekend, super spy John Glames is here

Buenos dias, señor...
Where are we going?

■ I think the CID might have something to say about strange liaisons with total strangers in public toilets

■ I want a new kind of bank account, one with money inside it, oh yeah and no more of those overdraft reminders

■ Some men just can't help acting on impulse, but Glames isn't one of them - the carnation is for himself

In the beginning there were arcade games and adventure games. Arcade games involved wagging your joystick and repeatedly pressing the fire button; adventure games involved typing things like go west, climb dragon and mount damsel.

Over the years the boundary between these two genres has become increasingly blurred and now with the full advent of the graphic adventure game they have met squarely in the middle. The arcade adventure format was used by Sierra in the Space Quest series, but those games look positively limited when compared to *Operation Stealth*.

The opening screens explain in a movie-like sequence that someone has nicked a Stealth bomber from the Americans. Obviously the United States Air Force find this situation highly embarrassing and so ask the CIA to track down the stealthy robber.

The star of the game is a spy called John Glames whom you control via the graphics and pull-down, pop-up menus. Your task is to help him find the missing plane and solve problems along the way.

The location switches to CIA headquarters where your boss is sat behind his desk with his Mickey Mouse telephone. He briefs you on the situation and gives you a special briefcase a la James Bond which contains all sorts of special

operation stealth

www.stformat.com

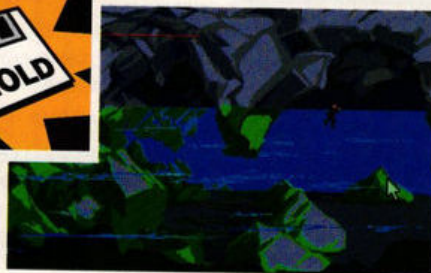
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■ Two casually attired Russians catch the intrepid Glames and decide to sling him in a cave. Oh no please Colonel Karpov not the courgette!



■ In the underwater cavern Glames tries to prove that holding your breath too long can seriously damage your brain cell quota, not to mention your complexion



■ How come this only ever happens to fictional heroes? The next time I book into a hotel I shall insist on having a pretty girlie hold me up

gadgets and a couple of tasty 80% polyester shirts.

Your boss tells you the South American country of San Paragua is a good place to start looking for the plane, so you hop on the next 747 and before you can say "Hey amigos how much for your children?" you're in San Paragua where the adventure starts.

The first scene is set in the airport arrival lounge. You walk off the plane and have problems getting past the Gringo-hating customs officials. From here on in you require a good deal of ingenuity to complete the game.

Glames is controlled entirely by the mouse. To move him you point to a position on the screen and he makes his way there. You have to point where his feet (rather than his head) are going to end up or he strolls off in the wrong direction. If he stops in front of a door, pointing at it makes him open it and stroll inside.

All other actions are carried out via a pop-up menu, activated by pressing the right mouse button. Options available from this menu are Examine, Take, Inventory, Use, Operate and Speak.

These commands have different effects depending on whether you press the right or the left mouse button. The left mouse button brings up a crosshair cursor enabling you to interact with things on the screen. If you press the right mouse button you can interact with anything that's in your possession. For example, if you press the left mouse button on Examine in the first screen in the arrival lounge you can check out everything from the potted plant to the customs official. If you click the right mouse button on Examine then the option to check out your airline ticket or your briefcase is available.

The other options from the main menu are self-explanatory. The most useful of these other commands are Use and Operate.

These can be used in the most unlikely of situations so you can for example find yourself asking to "Operate ground."

Speaking to people leads to some interesting interchanges and is essential to your progression; in other words, speak to every wino, florist and dog you encounter and you won't go far wrong.

There's a good deal of problem-solving involved; sometimes these are fairly simple hassles such as changing your money into another currency and sometimes they're life-threatening hassles which require several attempts to crack. The key is to save as often as you can and this is carried out by pressing both mouse buttons at once. Options in this menu include load, save and restart.

EFFECTS

Delphine have really gone to town on the graphics! Right from the brilliant initial cinematic loading sequence you can tell that a tremendous amount of effort has gone into making *Operation Stealth* look superb.

The layered backgrounds that Glames manoeuvres through are detailed and attractively drawn and a lot of thought has gone into working out how to convey the maximum amount of information without words.

If you examine certain objects then a large blow-up appears which you can manipulate. For example at the beginning of the game you need to use your briefcase. When you examine this a blow-up appears and you can take items out or manipulate anything you find in it.

John Glames moves so smoothly around the screen that he sometimes appears to be moonwalking. The other characters you encounter in the game remain fairly static, but they are all well-drawn.

Sound consists of a series of internally generated tunes that

HOW TO CLEAR CUSTOMS



■ You've got off the plane and are in the airport arrivals lounge. Getting past customs might be a bit of a problem. A quick look around the airport lounge and you notice a prominent newspaper machine...

Examine the coin slot of the machine and you discover a coin. Placing this in the slot lets you buy a newspaper and find out who is on speaking terms with the government of San Paragua...



You decide you need a new passport, so it's off to the toilet to play with your briefcase. You find a number of lovely toys inside with which to create a brand new identity. You forge your passport and clear customs easily...

Oops! Nearly forgot me suitcase... Now which one of these is it?



reflect and enhance the location Glames is in at the time.

VERDICT

Operation Stealth is excellent! It sets the standard which other software houses should aim to match. The entire game is well-designed and a joy to play.

It has that addictive one-more-go feel, so once a problem is surmounted there's always the urge

to see what the next screen looks like. These problems require an equal mix of intelligence and skill with the mouse. All the problems can be solved with a degree of application - which is more than can be said of some games.

Operation Stealth looks good, sounds good, and is seductively exciting. None of this namby-pamby Ye Olde Worlde adventure stuff that demands a huge suspension of disbelief, *Operation Stealth* is full-blooded, cloak and dagger, international intrigue. And this is one reviewer who hopes that *Operation Stealth* is just the first adventure to stars the enigmatic John Glames. Now, has anyone seen a bloody great Stealth bomber skulking around here...

ANDREW HUTCHINSON

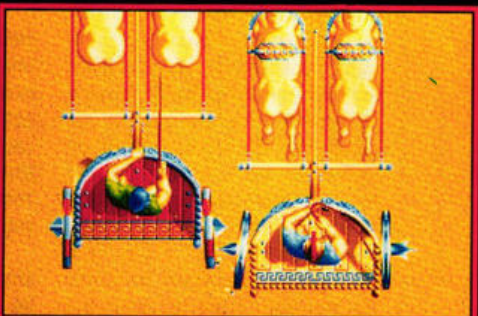
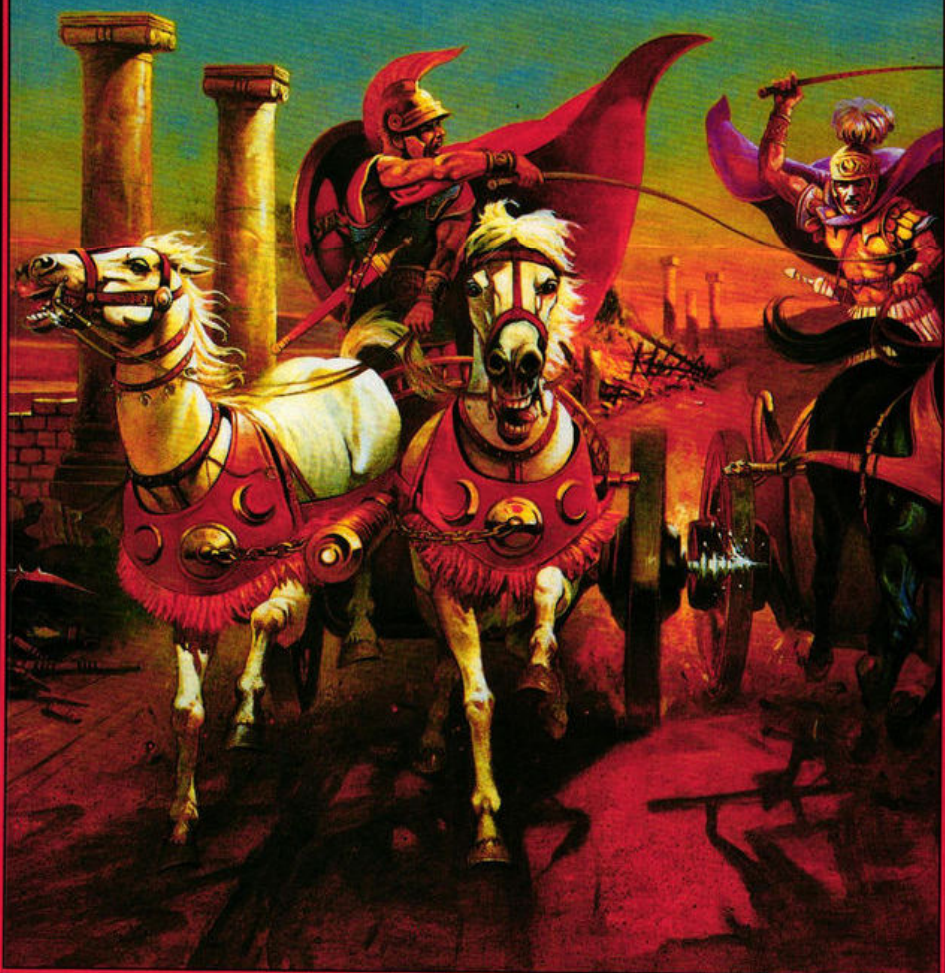
GRAPHICS	9
SOUNDTRACK	8
INTELLIGENCE	9
INSTANT APPEAL	9
LONG TERM INTEREST	8
OVERALL	93%



In a burst of energy, he holds the key out to you, taped to a card, and falls down on the ground.

■ Another character snuffs it. However this guy hands over a key to a timeshare apartment in his dying moments

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Screen shots from the Amiga

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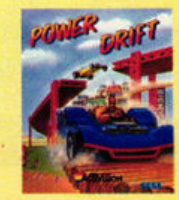
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dragonflight



■ Hit a skeleton hard enough and it collapses in a heap of bones. Here are some skeletons who are about to be hit hard enough



■ Running from a fight is detrimental to your score. However, fireballs are even more detrimental to the health of these orcs



■ Discretion may be the better part of valour but running from combat doesn't do a character's score any good. Use the grid as a guide

EFFECTS

The graphics are colourful and atmospheric, and impressive animation sequences crown a well-presented game. Combat sequences are nothing like the usual joystick blast but are instead tactical exercises showing fireballs and spells as they're hurled from character to character. A wonderful attention to detail means the magic mouths in the dungeon poke their tongues out at you when you get answers wrong.

Music is passable, but won't have you rushing down to the shops to get the twelve-inch. More sound effects, which are limited in the dungeon and combat areas, wouldn't have gone amiss.

VERDICT

The scenario may be old hat, but your quest is long term and open-ended enough to give you complete adventuring freedom. For those who like their role-playing on an epic *Dungeon Master* scale, *Dragonflight* is an absorbing addition to any adventurer's collection. On the negative side, the documentation is awful, despite the obvious work that went into it, and wonderful in-game presentation is let down by counter-intuitive execution. Unfortunately, the price, at least a tenner more than the game's worth, is likely to banish this otherwise enjoyable game to the distant realm of legend.

SEAN MASTERSON

Thalion have spent more than a year working on this adventure RPG and it's already paid off by topping the game charts in Germany. Cast in the *Dungeon Master/Ultima* mould, *Dragonflight* is a hybrid combination of adventure styles.

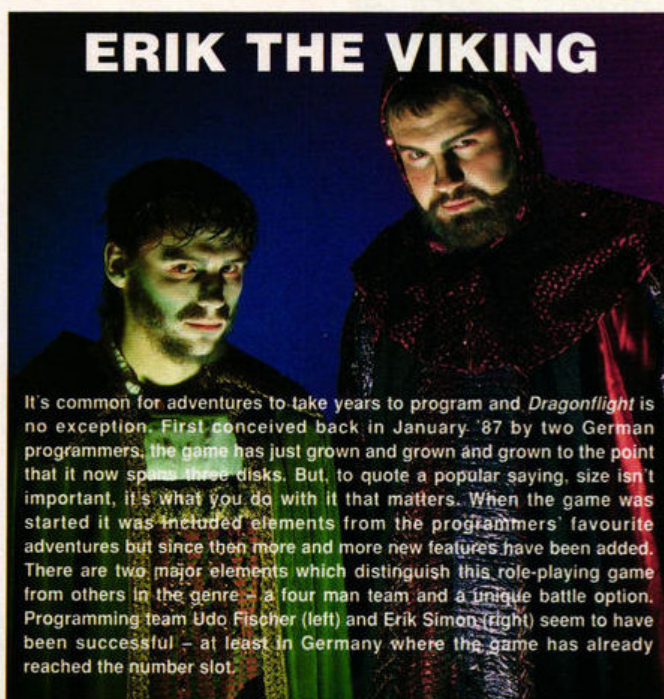
You can leap straight into the action or plod through the 104-page scene-setting novella which tells the story of how magic and dragons, once bountiful, have all but vanished from the world. Now they are both needed to save humans, dwarfs and elves from evil powers.

You control four characters: two humans (a fighter and a wizard), a dwarf fighter and an elfen all-rounder. They each begin the game with a little food and money, and one of the four Rings of Stasis – into which they retreat when mortally wounded.

The wizard also has a piece of a map which can be examined to show a large-scale plan of the game world. Unfortunately, the other eleven pieces of this cartographical opus are scattered across various landmasses. The piece you possess only proves the game world is bloody enormous.

Exploration takes place over an *Ultima*-like display: overhead graphic screen, character status window, and action menu. You can chat to city inhabitants, wander into shops and inns, and visit residents in their homes. Once kitted out you can leave Pagana, the city from which your quest begins, and seek out the dungeons that were once the "schools" of white and black magicians and which still contain much that's useful to you.

The dungeons are brilliantly designed; you travel through the corridors in first person perspec-



It's common for adventures to take years to program and *Dragonflight* is no exception. First conceived back in January '87 by two German programmers, the game has just grown and grown and grown to the point that it now spans three disks. But, to quote a popular saying, size isn't important, it's what you do with it that matters. When the game was started it was included elements from the programmers' favourite adventures but since then more and more new features have been added. There are two major elements which distinguish this role-playing game from others in the genre – a four man team and a unique battle option. Programming team Udo Fischer (left) and Erik Simon (right) seem to have been successful – at least in Germany where the game has already reached the number slot.

tive and as your torch burns low visibility decreases.

Features are limited to doors, chests and magical mouths built into walls: doors may be locked and lead either into rooms or stairwells, chests usually contain something of worth, but are often booby-trapped, and the magical mouths work on a riddle mechanism. If you closely examine one of these features, it asks a question and you must provide the answer to proceed.

Monsters only inhabit rooms, so at least you're safe in the corridors. When you enter a room the perspec-

tive changes from first-person to profile. Combat proceeds in turns and each character's move is individually controlled. A plan grid incorporated into the display adds an extra tactical element enabling you to accurately gauge when monsters are in the line of sight of a spell caster.



■ Wandering around the city of Nimraveil, looking for supplies. Shops have red signs over their doors

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satan

■ Yet another shoot-'em-up is pushed out of the Dinamics stable. It differs from others because part of the challenge comes in working out a route through the level rather than simply blasting everything in sight. Prepare for a hellish journey!

Mention publishing house Dinamic and any games freak instantly knows what type of game they're (in)famous for. After plenty of practice and plenty of false starts, their impressive achievements with AMC suggested they were on course to produce some of the best trigger action we've seen for ages. *Satan* is the latest in their inexhaustible supply of shoot-'em-ups.

It's set in the murky depths of Hell and the objective is to seek out nasty old Lucifer himself. This is an excuse for stringing together a series of scrolling levels which give impressive scope for exciting visuals and aliens.

Instead of being just another straight horizontally-scrolling jaunt, *Satan's* claim to fame is that it enables you to retrace your steps and climb up or down to reach new platforms. Part of the challenge comes in discovering a route through the level. This involves leaping onto pillars, scaling them to reach the top and then working your way round obstacles.

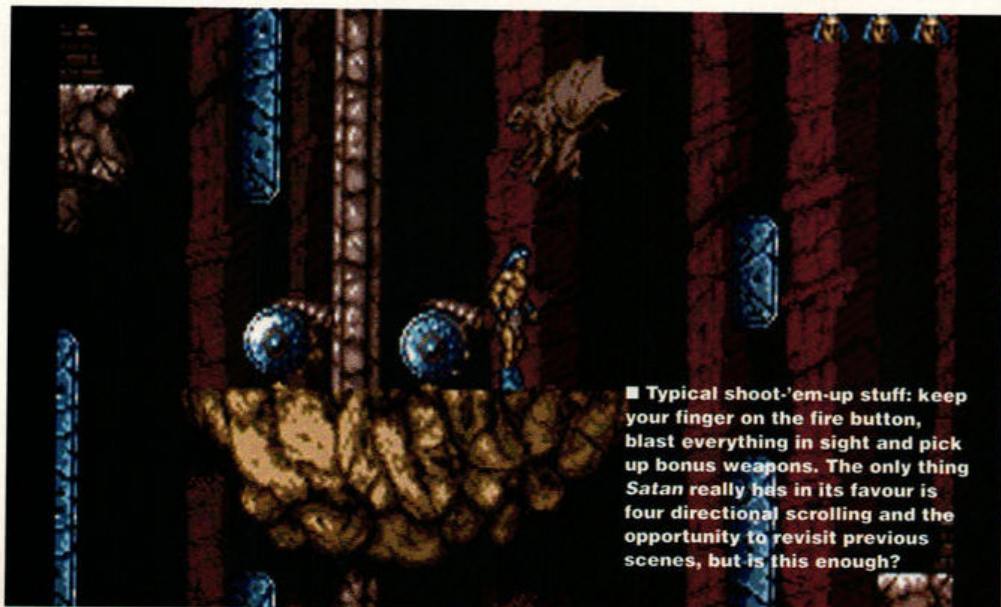
The problems confronting you comprise handfuls of ugly aliens who require several shots before



■ When you're faced by this angry dragon, leap into the air and fire. He eats up several shots before he finally succumbs



■ *Satan* is made up of hosts of unlikely monsters. After blasting the dragon your next obstacle is this blue pig - weird or what?



■ Typical shoot-'em-up stuff: keep your finger on the fire button, blast everything in sight and pick up bonus weapons. The only thing *Satan* really has in its favour is four directional scrolling and the opportunity to revisit previous scenes, but is this enough?

they can be killed and masses of falling masonry. Your firepower initially consists of a single slow shot which can be speeded up by finding bonus pods.

Like *Army and Navy Moves*, *Satan* is split into two levels which are essentially separate games. To reach level two you must complete level one and find the access code.

EFFECTS

The visuals and sound effects are remarkably unremarkable. The main character sprite is tiny, backdrops are dull and bad guys are a joke. Not only are many of them small, but they just don't look threatening enough to warrant wasting your firepower. You meet the odd gargoyle and dragon who look more scary, but they aren't animated well enough to keep you interested.

Sound is restricted to basic effects which ring out when you fire weapons, pick up bonus pods or move onto a new level.

VERDICT

If you're looking for a good shoot-'em-up, look somewhere else. Two months ago Dinamic released *AMC* and it looked as if they were making strides towards coming up with a new breed of superior shoot-'em-ups. There was nothing particularly original about the game, but it boasted some wonderful graphics, hosts of extra weaponry and superb sound effects. Now they've slid back into tedious, repetitive bunkum. Unexciting visuals and wimpy sprites prevent *Satan* from having any of the appeal of classics like *Blood Money*. If you ever met the villain of this game in a dark alley you'd probably rob him blind.

MARK HIGHAM

GRAPHICS	5
SOUNDTRACK	4
INTELLIGENCE	2
INSTANT APPEAL	6
LONG TERM INTEREST	3
OVERALL	39%

The movie industry discovered a long time ago that the best way to make lots of money was to make lots of sequels. The software industry followed suit and decided that the most cost-effective way to pry 20 quid out of a punter's pocket was to sell him the same game he bought last month. Carrying on that fine marketing tradition and prolonging gamers' agony at the dearth of exciting new releases is *Universe 3* from Impressions, the company that brought you *Breach 2* (STF 14).

Universe 3 is a science fiction role-playing game. You assume the role of Captain Alex G Seward and your mission, should you decide to accept the exceedingly large pay packet, is to travel to earth and re-establish diplomatic relations.

Controlled by a series of icons with keyboard short cuts, you move the good captain by press-



■ **Thirsty work, this diplomacy** – time for a quick Quark cola

IMPRESSIONS £24.99

universe 3



■ **The early screens of the game contain vital equipment. In the science lab: get your snazzy glasses and datacorder here!**

ing a direction pointer or tracing a path. Pick Up and Drop icons enable you to retrieve objects and a Use icon manipulates them. Other actions such as examining things and ordering the crew are carried out by calling up a verb list.

EFFECTS

The graphics in *Universe 3* are functional and pleasing, but can hardly be considered original. The screen layout is similar to *Breach 2* and all the control icons occupying

the right-hand side of the screen are exactly the same as Impressions' previous release. The graphics screen shows an overhead view with a slanted perspective. If a close-up of an object is requested this overlays the map screen.

Sound is sampled, sparingly used and (guess what?) exactly the same as that used in *Breach 2*. The screams emitted when someone dies are guaranteed to alarm anyone standing within ten feet of your computer.

VERDICT

Universe 3 has many of the elements of adventure games including problem solving and character interaction, but it couldn't be described as a thought-provoking strategy game – unless you have a brain the size of a pea. It's a severely limited game; the verb list is more of a handicap than a help, constantly clicking on icons gives you nothing but blisters and movement of players is ultimately slow and frustrating.

The game doesn't encourage that one-more-go feeling which makes or breaks a game. It's just a sheep in sheep's clothing – and a second-hand sheep at that!

ANDREW HUTCHINSON

GRAPHICS	4
SOUNDTRACK	6
INTELLIGENCE	6
INSTANT APPEAL	4
LONG TERM INTEREST	5
OVERALL	48%

magic lines

**THALION
£19.99**

Puzzle games suffer from a debilitating paradox; if they're easy they're just plain boring and if they're tricky, they're inevitably frustrating. There are certain people who revel in that frustration and there are other people who would rather walk on their hands for three miles across rat faeces than load a puzzler into their ST.

Magic Lines is an electrical version of *Pipe Mania*, but instead of laying water pipes, you build a channel for a red spark to pass through. It's one of those move-the-blocks-before-the-time-runs-out puzzles with 24 pieces on a five by five grid. The mathematicians among you will already have worked out that that leaves one empty space. Clicking on a block adjacent to the space moves it into the hole.

Each block is either blank or has a motif on it. These motifs are sections of the channel and the

idea is to form a channel that passes through all of the blue coloured pieces before the time runs out.

EFFECTS

The graphics are excellent. The backdrops are attractive and the tiles themselves are finely detailed and move smoothly.

Cheerful sampled music plays throughout the game and acts as a sedative when the frustration

gets to boiling point. A blip announces the movement of a block and a little tune plays if the spark leaves the channel – none of which is exactly spectacular, but it all helps in the end.

VERDICT

Magic Lines is a tricky little puzzler. Though there are much better puzzle games around it might be worth £20 of your money – if your idea of fun is to

get so frustrated that you have a manic desire to repeatedly hit your keyboard with your brother's head!

ANDREW HUTCHINSON

GRAPHICS	5
SOUNDTRACK	4
INTELLIGENCE	7
INSTANT APPEAL	5
LONG TERM INTEREST	5
OVERALL	47%



■ **The hardest piece to get in place is the first one. Once the first angle block is operating, two or three more usually follow quite easily...**



... but a prob is never far off: here another right angle section is required

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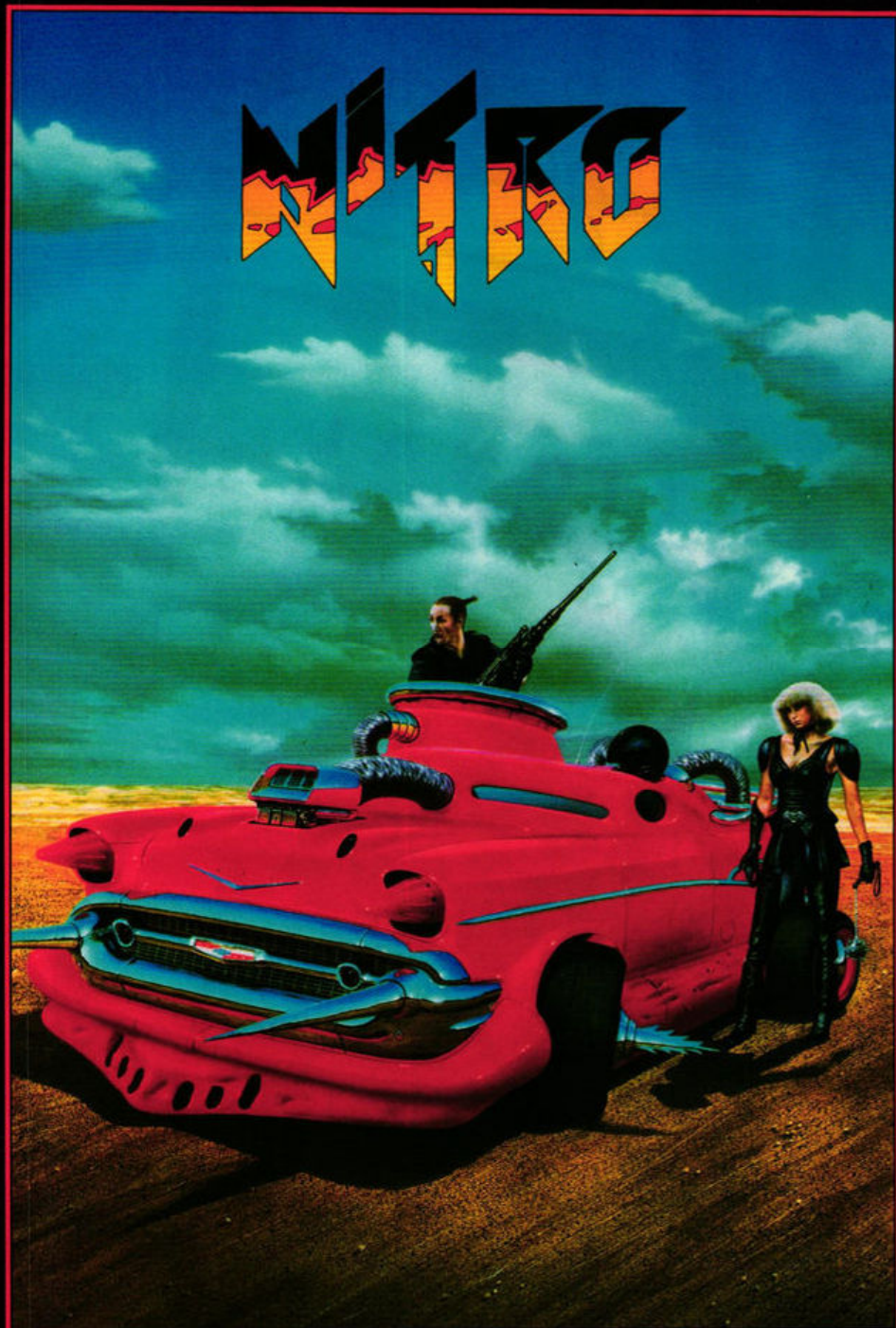
Now, with the release of the Atari and Amiga versions reviewers are reaching for their dictionaries to find new superlatives. ZERO described the game as 'totally excellent', the sound as 'absolutely brilliant' 89%; Your Amiga rated it 'the best soccer simulation to date - 95%'; YC World Cup Winner 97%.

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Screen Shots from the Amiga version

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leisure suit larry 3

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Following his less-than-daring exploits to save the island of Nontoonyt from the clutches of evil Dr Nonokee in LSL2, Larry Laffer has disgarded his leisure suit for a loud shirt, funky shorts and shades. The island has gone through major changes too and has become a bustling resort crammed with casinos, hotels and tourist traps.

Larry is married to Kalalau, Chief Kenneth's daughter, and in the spirit of flagrant nepotism is Vice President of Marketing for Natives Inc, the island's major company. Everything is going really well... surely it won't last.

Before play commences you're required to input your age and correctly answer five questions to prove it. The more answers you get right the raunchier the game is to play. If pixelated nudity turns you on then I suggest you have an encyclopedia and a dictionary of American slang handy to look up some of the answers.

For the first few locations a not very subtle finger points Larry in the right direction so he can quickly find how his life is about to take a turn for the worse. His wife runs off with a Harley Davidson-riding lesbian amazon slot machine repairer and he's given the boot from his executive post by Ken.

All Larry has to his name are his credit card and a dowry from Kalalau of hundreds of acres of

useless forest. A quick change into the leisure suit we all know so well and Larry sets off to put his life back on the rails and dive back into the gene pool.

Talking to other characters on the island is the secret of success. Tawni, the girl on the beach, is really helpful if Larry is generous to her and she points the way to progress. The basic aim is to chat to people, work out what they want and try to provide it.

Timing is important because some objects don't appear until their locations have been visited more than once and certain locations and characters are only accessible at particular times.

However, just getting from one location to another takes an age; even a very small amount of animation on-screen, such as the fountain outside the casino, slows play down enormously.

EFFECTS

The graphics in this latest Sierra game are well up to their usual standard. The blown up pictures of the voluptuous girlies are extremely well-drawn and these make up for the time it takes to actually see them. The rudeness

of the pictures depends upon the level set at the beginning of the game, but even at the raunchiest level there's nothing here to really offend anyone.

The small graphics of Larry humping the various women are so small they're about as stimulating as a Viz cartoon, but at least they're amusing if nothing else.

A series of tunes plays throughout the game. If Larry manages to have sex with one of the girls his theme tune plays and the scene closes. There are a few spot sound effects, but nothing astounding. If you own a Casio CZ-101 you could plug this in and listen to synthesized sound.

VERDICT

It's not until you finish *Leisure Suit Larry 3* that you realise how small the game area is, consisting only of around 35 locations. The playing environment is as limited as the author's so-called humour, which can be extremely naff, so have a sick bag handy.

The box states you need a dual-sided drive, so single-sided drive owners take note: you won't be able to play this game, even if you do have a MByte of memory.



■ Bonking on the beach in true *From Here To Maternity* style, which is exactly how long it takes to get anywhere in this game

Passionate Patti in Pursuit of The Pulsating Pectorals



■ Now Larry's got pulsating pectorals, he just needs Patti



■ Window shopping has never been as inspiring as this before

Another point to bear in mind is the price, at just under £40 you could buy your own three-piece.

Leisure Suit Larry 3 just takes far too long to play, not because it's challenging, but because screen updating and frequent disk accessing is so slow. Other games feature screens full of incredibly fast animated action, so why can't Sierra get Larry to walk at a decent pace past a three-frame "animated" fountain?

Frustrating and painfully slow gameplay makes you lose all desire to get Larry's life back on the rails. You'll probably find yourself hoping Larry catches a fatal dose of VD and puts us all out of our misery.

ROB STEEL

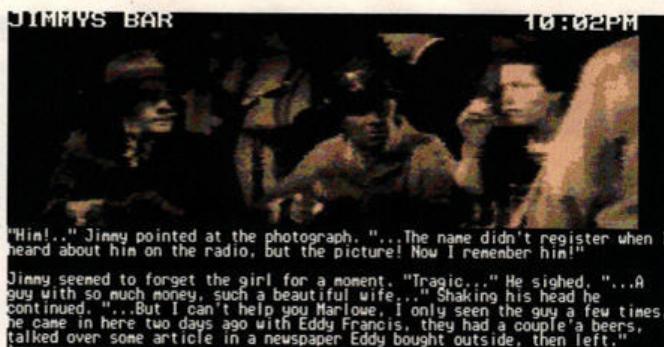
GRAPHICS	8
SOUNDTRACK	2
INTELLIGENCE	5
INSTANT APPEAL	5
LONG TERM INTEREST	4
OVERALL	61%

The broad walked into the room and looked me up and down. She had legs that wouldn't quit and a smile you could feel in your hip pocket. My palms got sweaty and a voice in my head was telling me that she'd killed him. I ignored the voice, she couldn't have done it, because as I knew only too well, dead men are heavier than broken hearts.

Raymond Chandler's novels were turned into some of the most enduring films of the 1940s. His smooth-talking, hardboiled, wise-cracking heroes remain as popular today as they were 50 years ago, so the use of a Raymond Chandler character in an adventure game was always inevitable.



■ Marlowe goes to the grieving widow's mansion to console her and to find out if she bumped off her old man



■ A trip to Jimmy's Bar leads to some interesting information about a guy called Eddy. The mystery begins to unfold before you

Dead End is based on the 1944 RKO film, *Farewell My Lovely*. The adventure starts with you sitting in your office in Los Angeles in the year 1941. A man called Alverson drops by and asks you to investigate the death of his friend Miles Dunbar. Mr Dunbar was found face down in the Pacific with a glazed expression on his face. You assume the role of Phillip Marlowe, private detective, and your job is to find out whodunnit and why.

Having investigated the office, you pull on your jacket, push your hat squarely onto your head and

get into your car. Problem number one: you don't know where to go. A quick inventory check and you realise you haven't really looked very hard at the photograph that Mr Alverson gave you. Ink on your hands leads you to



■ If you've always fancied walking into a gin joint and asking for a neat bourbon, then *Dead End* is just the opening you've been waiting for

enables you to construct relatively long sentences built up with the use of a comma. The words "it" and "then" can also be used, so by most standards the game is quite intelligent.

The text descriptions are excellent, closely following the gritty Chandleresque style. You even find you're quivering your top lip and putting on a ridiculously bad Humphrey Bogart accent as you read the text descriptions. The whole atmosphere of the game is very evocative indeed.

VERDICT

The problems are taxing, but not ridiculously difficult. Occasionally the game lapses into that age old struggle of just getting your message across to the computer; it's often more

INTERACTIVE ADVENTURE

Martyn Westwood, creator of *Dead End* and Manager of Interactive Technology, is a great fan of the ST – he explained his ST only policy: "The ST has much more memory, is much more flexible and you can write much better adventures on it than you possibly could on any other computer."

Dead End was created using the STAC utility and took over six months to write. Read the review of Interactive's *Weird Tales* in *Screenplay Extra* on page 83.

dead end

INTERACTIVE TECHNOLOGY £9.95



■ A lot of the action in the films of Chandler's novels happens in Marlowe's office. In this adventure, however, it's simply where he stores his famous hat and coat

conclude that there's writing on the back. Sure enough there's a scribbled address – 217 Bluehills.

This turns out to be the home of Miles Dunbar's widow and there are enough clues in the house to set you off on the right track.

EFFECTS

Dead End is a graphic and text adventure. If the graphics look moody, that's because they're actually digitised stills from the original film starring Dick Powell. These appear on most screens and add to the seedy, low-key 1940s ambience.

The parser (the interface between you and the computer)

a case of trying to come up with the right phrase rather than the right solution. But if you're a film noir fan, have murky lighting in your bedroom and miss those days when men were sharp and dames were dangerous, get your shabby raincoat out the cupboard, load up *Dead End* and start wisecracking with the best of them.

ANDREW HUTCHINSON

■ *Dead End* is only available direct from: Interactive Technology, PO BOX 146, Sheffield, S13 7TY (☎ 0742 693104) or from SynTax Adventure Magazine, 9 Warwick Road, Sidcup, Kent DA14 6LJ (☎ 081 302 6598)

GRAPHICS	7
SOUNDTRACK	N/A
INTELLIGENCE	6
INSTANT APPEAL	5
LONG TERM INTEREST	5
OVERALL	65%

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extra

More games are released each month than the bug-eyed **FORMAT** team can review. To redress the balance we check out some dark horses, near misses, late arrivals and also rans

TUSKER

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£24.99

The thrill of the chase, the smell of a campfire and a machete up the bottom – oh the life of an explorer! If you fancy yourself as another Indiana Jones, then stick your hat on and get stuck into *Tusker*.

The game is set in the desert and stars a young explorer named Tusker who sets out to complete the mission his father perished on.



■ Watch where you're pointing that sword Saddam!

This involves strolling through the desert and doing battle with the Turks, animals and tumble weeds.

With huge hands appearing out of the desert and hordes of Hussein-type arabs brandishing large shiny carrot slicers, your first objective is obviously to get some handy weaponry.

Tusker has decent graphics; the desert is yellow, the sky is blue, cacti are the right shade of green. *Tusker* himself is rigged out in a nice Indy hat, Indy jacket, Indy trousers and Indy jockstrap. The arabs, who seem to have taken an intense dislike to you, all wear clean white sheets and hankies on their heads.

Tusker fails in the difficulty weighting and sprite collision detection departments. Some of the obstacles, such as the Arab hit squad, are almost impossible to overcome. If the programmers spent a little longer making the game playable then the desire to see what happens next would overcome the desire to hit the reset button on the back of your ST.

STF Rating 51%

htly sickened, in spite of my experience with cabin wall and sought without success for a laughter had ceased in the cabin and that fring out, making the nerves quiver in the bac

And so they did not kill me, the black monks – a delicious jest, from their point of view oo kind; they thought it more humorous to pl a mouse, and then send me back into the wor e – the brand of the hound. That's what the r job well, indeed."

e knows better than they how to alter a man. ls are the greatest scientists in the world. d knows about science has leaked out in litt tains."

WEIRD TALES

Interactive Technology
£14.95

These macabre stories, similar to those which HP Lovecraft made his own, have peculiar plots and tasty twists in their tails.

Weird Tales comes on three disks and consists of two full length and one short adventure. The first of these is Black Hand of Death, the second is Beyond the Wall of Sleep and the third is Frozen Beauty. The games are entirely text-based, but the descriptions are so evocative they're not to be missed.

Obviously the most important part of an adventure game is the

parser (the bit that deciphers what you've typed in) and this game has a great parser which accepts long sentences and tries harder to understand you than your parents ever did.

Weird Tales takes the frustration out of adventuring. The intuitive Zen system incorporated into the game makes life easy for the hardened adventurer and the novice alike.

STF Rating 72%

Weird Tales is only available direct from Interactive Technology, PO Box 146, Sheffield S13 7TY ☎ 0742 693104.



■ Comrade tank commander is about to get a deadly Sidewinder missile up his exhaust pipe in *Falcon Mission Disks 2*

■ Weird tales, strange men and black magic... Gosh this is getting a bit too weird for me!

FALCON MISSION DISK 2

Mirrorsoft
£19.99

Falcon was one of the first hi-tech flight sims to feature state-of-the-art American military hardware. Its popularity was due to simple cockpit controls and the sheer depth of the gameplay. Now that depth is further increased with the release of the second mission disk.

The mission disk is booted up instead of disk one. Everything then carries on as normal until you call up the mission screen and there are 12 new flights to choose from.

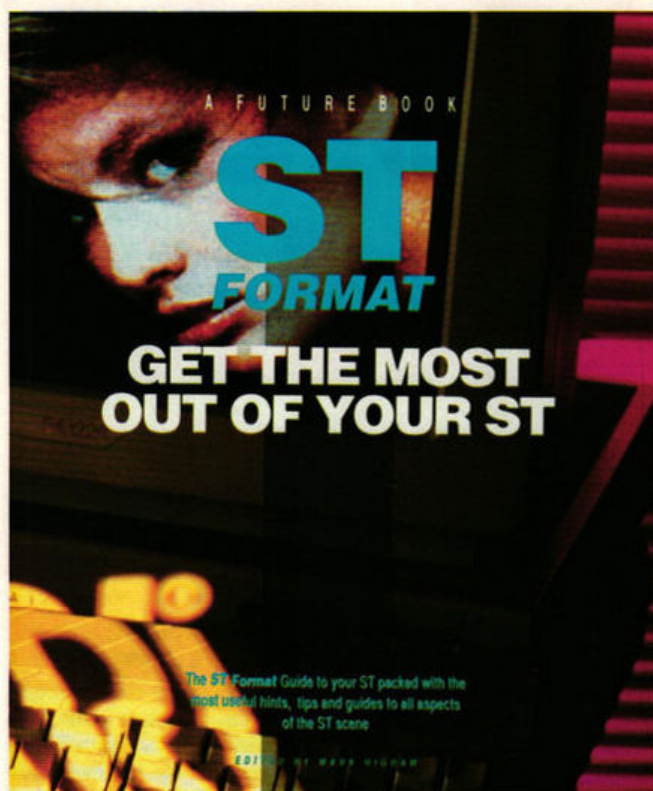
The *Falcon* has been upgraded to include the features of the F-16C and there are also devastating new weapons to play with. The Sidewinder missile is replaced by the AMRAAM-120A, a tasty missile which you can launch 18 miles away from your target. A new anti-radiation missile is available which can knock out SAM sites quickly and easily, the ECM has been improved and the radar now has a range of 40 miles.

If *Falcon* is one of those games you constantly return to, then this disk is for you. The game has been neatly tweaked to include new features as well as the extra missions. However, you have to ask yourself whether that's worth 20 quid of your hard-earned cash when you could put a hefty down-payment on F-19 Stealth Fighter or F-29 Retaliator for that.

STF Rating 70%

TEN GAMES WITH UNFEASIBLY LARGE BOXES

1. MidWinter – Rainbird
2. F-19 Stealth Fighter – Activision
3. Terrorpods – Psygnosis
4. Maniac Mansions – Lucasfilm/US Gold
5. Chronoquest II – Psygnosis
6. Harley Davidson – Mindscape
7. Breach – Impressions
8. Willow – Lucasfilm/Mindscape
9. Gold of the Americas – SSG
10. Amazon – ASL



you've read the booklet... ... now buy the book



Each month **ST FORMAT** reviews the latest software and hardware for your ST, but what about all those packages you've missed? **GET THE MOST FROM YOUR ST**, written by **FORMAT** Deputy Editor Mark Higham, reviews the wealth of software and hardware

designed for your ST, including programs that for one reason or another never made the pages of **ST FORMAT**.

Find out which word processor you really need to write letters. Discover the foremost DTP package for laying out newsletters. Get wise to the finest sequencer for compiling tracks. Uncover the ultimate graphics package to design posters. All the packages you need are put under the microscope in **GET THE MOST FROM YOUR ST**.

If you can't afford to buy the professional packages, how about taking a dip into the public domain? **GET THE MOST FROM YOUR ST** lists all the best PD software across all fields to help you discover where your interests really lie without breaking your bank manager's heart. There's also a comprehensive guide to Britain's best public domain libraries.

But the book is more, much more, than just reviews. It also explains all those word processing and DTP terms, explains what equipment you need to build your own (remarkably cheap) recording studio and details the merits of different programming languages. Then when you get your software home, refer to the tips sections and find out how to get the most from your software and hardware.

With 22 chapters absolutely packed with information spanning 172 pages you can be sure there's something in there for you. Subjects covered in the book include word processors, desktop publishing, games, public domain, scanners, hard and floppy drives, monitors, printers, graphics, business, communications, video, education, programming, emulators and more!

Two optional companion disks accompany the book. These contain a professional-quality word processor, one of the all-time best comms packages, an absorbing game, brilliant art programs, educational software and really crucial utilities.

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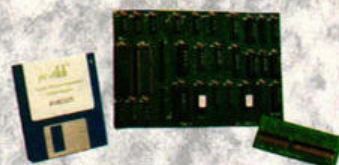
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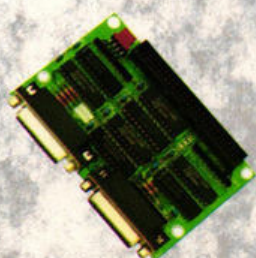
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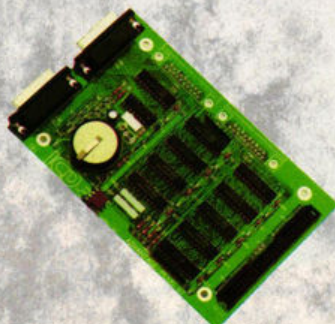
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game bu

VENUS Gremlin

J Bain from Inverness has found a cheat mode for this garden extravaganza. Press the UNDO key until the words "Cheat on" appear. Now as long as you don't lose a life, you should have infinite energy.

ITALIA 90 Codemasters

If you've still got the heart to play this football game then **Mehul Shah** from Edgware has a tip which might just let you avenge England's defeat. In the second half of the game make a run for the box either just left or just right of the penalty spot and press the fire button. The goalkeeper dives to the side you're on giving you the chance to run the ball into the net.

FLOOD Electronic Arts

Grant Naylor from Manchester has cracked this excellent platform game. When you're asked for the password type in MEEK. You can now access all 42 levels by moving the joystick left and right - who said they wouldn't inherit the earth?

When you lose control and your engine's stalling; when the drum roll ends and the curtain's falling, where ya gonna go? Gamebusters!



■ **Flood:** burp 'n' fart your way through the Bullfrog's aquatic world with a little help from Gamebusters (see left)

ELITE Rainbird

Mark Nias and **Tim Howard** of Macclesfield have found a handy cheat mode for this epic space-trading game. Load the game as normal, but when the game asks for a word from the manual type in SARA and continue. At any point in the game hit * from the numeric keypad and you're presented with "Hacker v1." You can now type in any of the following codes.

Old	New	Result
33	35	Cloaking device
30	31	ECM jammer
20	21	Escape capsule
28	30	Galactic hyperspace
23	25	Energy bomb
25	30	Energy unit
26	30	Docking computers
19	30	ECM system
17	30	Large cargo bay
1F	30	Fuel scoop
2F	30	Retro rockets
13	4E	7.6 light years fuel
15	17	17 missiles
71	80	Sell this for cash



sters



CHAOS STRIKES BACK

Mirrorsoft



- | | |
|---------------|-------------------|
| X Magic field | + Key/coin/object |
| ■ Pit | ⌂ Button |
| ↑ Stairs up | ≡ Launcher |
| ↓ Stairs down | □ Pressure pad |

THE CORBUM PILLAR

This level contains your ultimate goal, the four corbums, each located on one side of a pillar. The easiest route to the pillar is to take the way of Ku. Step onto the pressure pad, step back, right twice, forward twice and grab the corbum before the pit opens under you.

The way of Neta contains an illusionary pit which permits access to the pillar. The way of Dain is similar except that a flashing pit must also be negotiated. The way of Ros is the most difficult since the way to the corbum pillar is to drop through the correct pits to the level below, enabling you to climb the stairs to the next level. This must be done a total of four times. Finally, to reach the corbum you must pass through the illusionary pit and pillar and grab the corbum.

Other puzzles in level two include the fire door which is switched off by activating the switch in the hidden passage behind the generators. If you head down one of the side passages the fire corridor creates a magic field at the junction so the fireballs always follow you.

In the area in the south-west corner the seemingly endless corridors can be negotiated by using the illusionary walls. Beware of the stone golems which can enter and block your exit. In the room with the hell hounds and the lightning path, the pit takes you to the Dain door in the demon director.

Pdom PD Atari Public Domain & Shareware Software



Miscellaneous

L1 - 68000 Assembler, Xlisp, STlogo, Tiny basic.
L8 - Forth from Bradley Firmware. A fully functioning implementation of FORTH.
L9 - ST ICON v6.3, based on SNOBOL4. Complete manual.
L10 - Little Smalltalk. Includes Smalltalk language, full manual, example progs. and editor.
L13 and L14 Modula-2 Development System v1.0 from ANA-systems.
L15 - Sozobon C Compiler. A complete implementation of the C language as defined by K&R. DSD.
M9 - Music Writer lets you create music on screen as good as Music Studio.
M15 - The Accompanist 16 Voice MIDI Sequencer. Fully working by Henry Cosh, does everything!
M18 & M19 - Soundtracker player and SoundTracker modules converted by BOB from the Amiga.
M20 - Soundtracker player & modules from the Amiga. Also does & source in 68000 and GFA basic on formats.



Games

Colour Screen Required.
MP22 - Games Pack - Fruit Machine, Monopoly, World of Eamon, Galactic Empire, Draughts, Battle Ships, Card Games, Tunnel Vision, Azarians, Farm Yard, Space Invaders, Bridge It!, Give Us A Break, Spectral Sorcery, Monkeys and Balloon and Race Cars. 5 disks only £12.50.
B39G88 - Onyx by Robin Edwards. An excellent shoot 'em up with many varied and excellent sprites! All in 68000 machine code.
B40G89 - Dizzy Lizzy by The Happening Boiz. An excellent game, across between Pacman and Boulderdash.
B41G90 - Exodus by Chris Jeffery. Awesome shoot 'em up with fantastic graphics! Mega arcade game.
B44G92 - Exterminate by Chris Skellern. If it moves KILL IT! A massive mega shoot 'em up game.
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Graphics

GR3 - Master Painter is an excellent graphics program works in ALL resolutions fully featured.
GR6 - Degas disk - 155 fills, 10 brushes, 7 fonts, 24 WKS compatible. 1280 printer drivers. Also a program to use Degas drivers to do a screen dumps.
GR7 & GR8 - AIM v2.31 of the Atari IMage processor DSD. 1MB.
GR14 - Public Painter v0.1 the great drawing program Now loads Degas fonts and pictures and also .IMG excellent! MMR.
GR17 - Picture converters. To and from Print Master, Degas, NEO, Tiny, IFF, SPEC512, IMG, Postscript, GIF, Mac GIF stripper.
GR19 - FractaZoom V3.1 the most comprehensive fractal generation program available Upto 4 types of curve, zoom in on parts of the display, movie making, full screen or preview mode. Full documentation within the program. DSD.
GR20 - .IMG utilities. Convert any Degas, Tiny, NEO, MACPaint, Spectrum 512 to .IMG format. Also IMG viewers.
GR21 - ANI ST the amazing fully featured animation package.
GR22 - SPRITE MASTER by C Skellern. A professional sprite editing package tailored to suit most programming languages. CSR.
GR24 - Pearle the 3-d ray tracing package. Amazing animations can be created using this excellent fully working ray tracing graphics package. CSR.

Our DiskCat has a fast search option for the best Demos!



Application

A48 - Uniterm V2.0e. THE Comms package for the ST.
A96 - Sheet v2.0. powerful all features spreadsheet, fills by 280 columns. DSD.
A121 - POOLs- Expert Results Predictor v2.5 by Bay Computers. Excellent pools predictor.
W2 - STwriter Elite V3.6 full documentation and quick reference etc. on the disk, very good word processor.
W5 - Micro-Emacs v3.925 the text editor with disk manual and tutorial.
MP 21 - TEX the document processor and typesetting system. Includes its own programming language, handles graphics and equations with ease. 6 disk pack for £15.00. MMR. DSD.
A125 - Opus V2.10 of the spreadsheet and charting program: 255 columns by 999 rows, 80+ mathematical functions, excellent graphing, GDOS support etc.
A138 - Double Sentry V0.00 of the accounting program by Graham R Hutcheon. Does all aspects of accounts except VAT.
A166 - Personal/Business Address Book by Bay Computers excellent database system, lightning fast with label, mail merge and listing support excellent. Vanterm V3.71 excellent comms package. Relative Tree the genealogy program.
MP22 - Home Business Pack: Spreadsheets, databases, word processor, personal accounts packages all capable of easily handling any business matters. 5 disk pack only £12.50! All double sided disks.



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MP1: Starter pack for the new STer. STWriter, Datahandler and NEOchrome, loads of utilities.
A41 - Monochrome monitor emulator v5 NOTSTE.
A88 - DCFormat v3.03 THE ST disk formatter even MSDOS boot sector.
A91 - Virus Killer v2.01 excellent virus detector and killer.
STW 41 - FSelect v3/1989 by Martin Patzell the excellent alternative file selector.
A111 - Head Start v1.1 - auto-boot any type of program from your AUTO folder, including GEM programs.
A124 - ARChiver: ARC V5.21b, ARCSHELL V2.0 and V2.05 and a utility to switch back forth between LHARC and ARC.
A128 - Recover from disk lost data you specify sectors.
A134 - Boot Drive Select allows you to select a drive to boot from when you reset your ST.
A157 - Custom Format the best disk formattor available! Boot Sector Storage system store boot sectors from many disks as a file on 1 disk.
A163 - The Gemini desktop replacement. Smilar to NEODesk.
A167 - Big Colour Emulator for Monochrome screens. ARC v6.02 the latest version of the standard file archiver.
A168 - ARCGSH V2.1 a shell for any program, already setup for ARC, ZOO, SHAR. Disk Mechanic v1.0 disk analyser, copier, formattor, sector editor.

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Demos

Colour Screen and Double Sided Disk Required. All Excellent Demos!
D210 - The Walker I demo! The famous Amiga demo has been converted to the ST by radical Systemz. 1MB.
D162 - The Lord of The Disks 'Dragons Lair'.
D176 - The Care Bears 'So What Demo'.
BD3D177 - The Music of the ShapeShifters.
D178 - Paul Simones Spectrum 512 colour on screen slide show!
D183 - The Ultimate.
BD2D188 - Genesys Aenigmatica demo the 82 Track remix!
D189 - SwedishNewYear2.
D191 - Mini Run by Radical Systemz AKA Police Chase from Amiga
D194 - Superior Demo by Dynamic Duo!
D197 - Space Ace-Don Bluth. Graphic animation demo of the game.
D207 - SNOWMAN demo the 1/2 MB RAM version. Better than the 1MB version!
D108 - Calamus product demo. Official demo from Signa. 1MB
D122 - The Union demo! This demo is brilliant and requires a joystick. NOTSTE.
D125 - The CareBears Cuddly demos. The best to date!
D128 - The Wattaheck demo. Great demos with excellent music.
D129 - The Swedish demo including SYNC and The CareBears.
D149 & D150 - Delirious Demo from The Alliance. 1MB. NOTSTE.
BD1 D157 - Mind Bomb the latest mega mega must have demo, by The Lost Boys. This demo is outstanding!

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Vol3: boys, girls, babies, decorative A to Z, arrows, art deco, all occasions, humorous, all foods, glasses and cups, banners, scrolls, kitchen utensils etc. All in IMG format. 10 disks. All disks are double sided.



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Abbreviations Used:

MMR-Mono Monitor, CSR-Colour Screen.
 1MB-1MB RAM, DSD-Double Sided Disk.

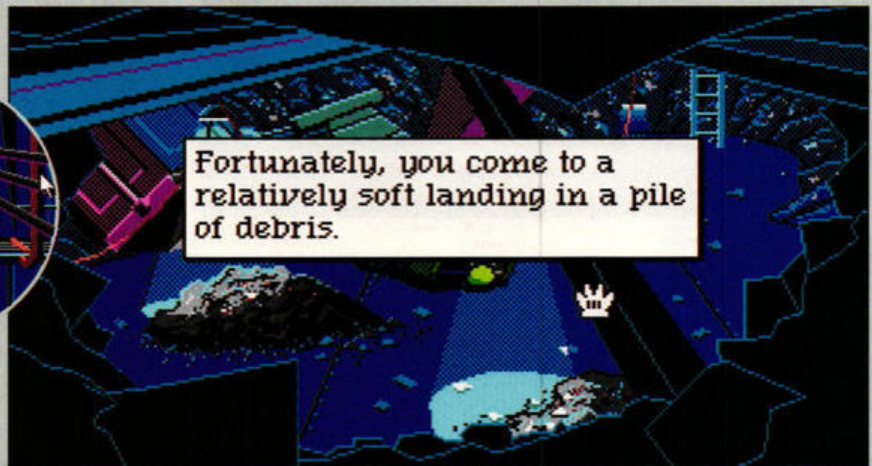
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Tel 0279 757692.

After exiting your ship, walk south then east past Jupiter II and stand in front of the lift. Go up in the lift which dumps you onto a conveyor belt. To stop being minced stand up and jump to grab the overhead beam. Walk three screens to the left until you come to a machine hanging from a beam: this is the grabber. Climb in and continue to go right round to the far side of the screen and position yourself on the right-hand side. Press the grabber button and it should pick up the warp motivator from the first screen. Go right three times until you're at the end of the rails and press the grabber button again, thereby lowering the motivator into a spaceship. Now move back to where you found the grabber and stop it above the small platform. Get out and fall down the chute.

After landing in the pile of rubbish walk to the west wall and in the hole you find a reactor which you should take. Walk north-east and climb up the ladder. Now walk north to the start screen and then right through the tunnel until you get mugged by a rat who takes the reactor. Go back to where you found it via the rubble lift and pick it up again. This time when you're at the top of the ladder pick it up and go back to the red tunnel. Walk to the first bit of wire and pick it up. Walk east until you get to a massive robot's head and enter his right eye, being careful not to fall over the edge. You are now in the spaceship room. Drop the ladder in front of the engine, climb it, walk slowly to the hatch and enter it.

Once inside drop the reactor. One wire is too short so use the one you picked up. Sit down and look at the screen. Click on radar, then engines, then take off. Click on the



SPACE QUEST III

Sierra

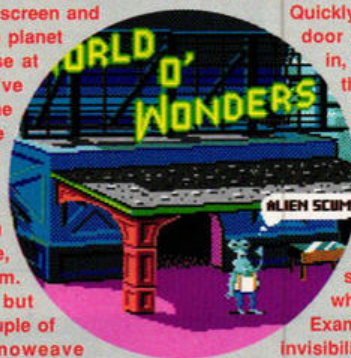
weapon screen and activate the front shields, then fire your lasers. You can now fly out.

Click on the navigation screen and scan until you find a purple planet called Phleebhut. Set course at light speed and when you've arrived press land. Ignore the messages about the terminator and leave the spaceship.

Walk east, north, east and north again until you come to the monster statue, with the shop at the bottom. Enter it and sell the gem, but make sure you say no a couple of times. Buy the thermoweave

underwear. As you leave the shop you're accosted by the terminator (painful!).

Quickly move west and walk in the door in the machine's foot. Once in, go into the lift and go up to the next floor. Now walk to the stairs and go to the corner behind the far pulley facing east. The terminator is now in the room. When he's horizontally level with the pulley push the cogs and kill him. Walk down the stairs to the pile of junk which was once the terminator. Examine his body and put on the invisibility belt.



ARKANOID

Ocean

Ben Ede from Bristol has a cheat for this early ST game. While the game is loading hit caps-lock and type in DEATHSTAR. Pressing the S key when playing enables you to skip levels.

BEACH VOLLEYBALL

Ocean

Typing in DADDY BRACEY (do they mean Gary? They surely do!) to activate the cheat mode. Hitting F1 means you can skip levels.

BETTER DEAD THAN ALIEN

Electra

Enter the cheat mode by typing ELV. Now you can press:

- | | |
|-----------------------------|-------------------------------|
| F1 - Scatterbolts | F6 - Neutron missiles |
| F2 - Multiple fire | F7 - Clone ship |
| F3 - Auto repeat | F8 - Shield |
| F4 - Armour missiles | F9 - Skip level |
| F5 - Stun | F10 - Extra power bars |

Typing in ELVIE activates a further cheat mode.

RESOLUTION 101

Millenium

If this super fast game is getting the better of you then **Nick Worthington** from Macclesfield has some sound advice for you. Take full advantage of old timer Clive's trade-in guarantee. To do this you have to save up

\$6,500 and buy a class 1 light cannon. You're now able to hit targets high in the air. What's more you can cause a lot more damage to ground-based targets because Clive has fitted a heavy auto machine gun free of charge. Now why don't they do that at my local garage?

SUPER CARS

Gremlin

When you're asked to enter your name try entering either NAME, ODIE or BIGC for loads-a-money. Thanks to **Ben Ede** from Bristol for the last bunch of cheats!

CRAZY CARS

Titus

Take your speed to 204mph and press F10 to pause the game. Hit fire and the game slows down enough to enable you to easily pass the police obstructions.

NINJA WARRIORS

Sales Curve

More cheats for this top karate game. Hold down the ALTERNATE key and try typing:

CASABLANCA
GENESIS OF THE DALEKS
THE TERMINATOR
SKIPPY
A SMALL STEP FOR A MAN
EAT TO THE BEAT and then Q

EXOLON

Hewson

Type in AD ASTRA in the high-score table for infinite lives.

GAME OVER 2

Dinamic

The second level of the game can be accessed by entering 11423.

AMC

Dinamic

Some access codes from Callum McPetridge from Coatbridge in Scotland and Simon Chan from Newcastle Upon Tyne:

- a NOSTROMO
- b DISCOVERY
- c ENTERPRISE
- d DAGOBAB
- e REPLICANT
- f KRULL
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OPERATION THUNDERBOLT

Ocean

Get a sufficient score to enter the high-score table and try typing:
SPECY MODE
TAEHC
WIGAN NINJA, then press F7.

E-MOTION

US Gold

These five secret bonuses come courtesy of **Darren Adlington** and **Andrew Tulloch** from Rickmansworth in Hertfordshire.

1. "Last Digit Of Time = 3": this only applies on bonus levels. Get the last pod when the last digit of the time counter is a three.
2. "4 Pods Collected": this bonus is collected when you manage to pick up four pods of each colour.
3. "Complete failure": try it and see!
4. "Never wrapped": collect this bonus by never going off the side of the screen.
5. "Didn't rotate right": the hardest bonus of all can be yours by (guess what?) never going right.

AIRBORNE RANGER

Microprose

Martin Naylor of Wembley comes to the rescue of all you frustrated rangers. On the delay sabotage stage, place the bomb in disguise and break out by rocketing the hut. Run through the hole and go to the next hut along. You should now be in false uniform again and can make good your escape.

SNOOPY

The Edge

If the stepping stones are causing you problems then **Michael Kerley** from Manchester has the solution. Go to Lucy's house and get the umbrella in order to pass under the cloud. Drop the umbrella, pick up the ball and kick it past the cloud. Pick up the umbrella again and go back underneath the cloud. Drop the umbrella, pick up the football and go to the stepping stones. Kick the ball from stepping stone number two and you can now step on it to pass over the pond.

KID GLOVES

Millennium

Paul Keddle from Fife in Scotland has found a cheat mode for this cute platform game. Pause the game and type RHIANNON followed by the F9 key. Unpause the game and you're indestructible.



■ Follow Paul Keddle's gamebusting advice above – box clever in *Kid Gloves* and never say die again!

WARHEAD

Activision

Here's a wicked selection of tips guaranteed to help you complete some of the testing missions in *Warhead*.

Mission One

Press H (headup), W (Weapons headup) and L (launch). Now hit 9 (autopilot nine) and point at the outermost navig marker. Press the space bar (to make primary target). Keep pointing at it and hold down the right mouse button to fly away from the Solbase until the next message appears. Make sure you always read messages.

Fly back to the navig marker (press 2 then 4 to centre on it) until you are 50-100m away from it. Wait for the next message.

Point at the Solbase and make it your primary target then fly towards it until you're approximately 200m away (you crash if you get any closer than 100m). Now press 2 and tap the left-hand mouse button so you can coast in. At 100m the Solbase takes over.

Mission Two

Set the coordinates for Earth and then launch as before. Press Q to quadspace then wait for the recall message. Set the co-ordinates for the Solbase and press Q. It's far easier to dock if you make the Solbase the primary target and then fly towards it from any direction. When you're about 200m away, press 2 and tap the left mouse button. The arms of the Solbase cannot hit you so you can dock from any direction.

Mission Three

Follow the launch procedure and quad to Deimos. Now make the asteroid your primary target, fire off all six missiles and wait for the recall message. Stingers have a range of approximately 5,000m. Return and dock.

Mission Four

Launch and quad to Venus. Point at the dummy target and zoom in (by pressing Z

twice) and fire the MDC at it. Be careful not to fly into the dummy target.

Mission Five

Launch and quad to Io (one of Jupiter's moons) and wait for the recall message (about 60 seconds). This is a dummy mission.

Mission Six

Launch and quad to Mercury and wait for the recall message. This is yet another dummy mission.

Mission Seven

Launch and quad to Triton and then hit T for a tactical view. Wait for the quad space noise then look around. Target on the unknown object and fire off a DGP. Shoot any stinger missiles heading in your direction with your MDC. When the DGP hits, blast him with a stinger or the MDC (the MDC is only effective against the drones and missiles). Wait for a recall message and then return and dock.

Mission Eight

This is similar to the above except that your MDC is ineffective against the aliens. Instead, kill them using two stingers each.

Mission Nine

Fly towards Corsairs until you're about 500m away then destroy the enemy ships with stingers (another appears as soon as you've killed the first so beware).

Mission Ten

Quad to the CH-010 system and press 9 straightaway. Wait for the danger message to appear and then head immediately for the Solbase. Press 9 again and wait for the ship to stop. Target on Solbase and press 2 then fly manually because you're some distance from the base. Keep in blue speed until you're approximately 10,000m away then press 9 and fly in normally.

CHAOS STRIKES BACK

FTL

After exploring the first few levels go back to the first room and hack down loads of worms in order to gain extra levels for future more difficult foes. Thanks to **Alex Kirschel** of Palmers Green in London for that tip.

KARATE KID II

Microdeal

Sean McNally from Grantham has found that pressing P lets you skip levels.

DAMOCLES

Novagen

After last month's tips on how to complete *Damocles*, we've been bombarded with other possible solutions to the game. Okay, okay, we know there are hundreds of different ways to finish the game, but enough is enough!

This month we're printing **Neil Charley's** solution to the game (because it's the shortest we've seen).

1. Use the Eagle to follow the instructions until you reach the Moorby school of flying.

2. Go as far as Capital City (12-14) and collect the A-Z from the first floor. Now activate it.

3. Go to Key West (07-07) and pick up the anti-grav from the basement.

4. Head for Snow Island (03-00) and when you get there, take the cupboard. This is the Nova trigger 2 for the Novabomb.

5. Take a trip out to Bar Island (06-02) and pick up the Eagle. This is made possible by the Anti-grav which also enables you to carry the teleports around with you. Teleports increase your speed of travel so always make sure you pick them up.

6. Teleport to No. 6. Do this by walking into the teleport. The side with the UP arrow increases the teleport number in increments of one.

7. Head for Chaldea Metropolis (06-06) and collect the gold from the basement.

8. Go to location 04-06 where you can sell the gold. You need the cash in a moment.

9. Go to location 05-06 and buy the hi-fi which is another of the triggers.

10. Go to 09-02 and collect the Novabomb from the basement.

11. Now pick up the Eagle again, drop the

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teleport and teleport to No. 0. Don't bother to pick up the teleport since you're now locked in Hantzen's house.

12. Pick up the sideboard, another trigger, and teleport to No. 3 - this time taking the teleport with you.

13. Head for 05-06 and enter the building. Opposite you see a table. Walk up to it and wait. Eventually a door opens. Go through it and collect the washbasin which is the last of the triggers you require.

14. Teleport to No. 1 and fly to Damocles. This

should be close providing you didn't take too long to complete the mission.

15. Land on Damocles and drop the Novabomb. Retreat to a safe place - fast!

16. Switch on all the triggers and watch as Damocles is blown to smithereens.

RICK DANGEROUS

Firebird

When the game has loaded press T and you're asked whether or not you want infinite lives. Answer Y and then press O to start.

DYNAMITE DUX

Activision

Montgomery Haddock from South Norwood in Croydon has found that by typing CHEAT on the title screen you get infinite lives.

NINJA SPIRIT

Activision

If the Ninja baddies are getting the better of you then try pausing the game with F9 and restarting it with the Control key. You should now have infinite lives thanks to Julian Hellis from Mylor in Cornwall.

David Bolton of Blyth in Northumberland has found that typing in TERRIFIC and then pressing F3 also gives infinite lives and L takes you to the next level.

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All you have to do to enter the great ST FORMAT "Night of a Thousand Tips" draw is to send in a tip, a game cheat, an infinite lives poke, a short cut, an undocumented feature, a bug, a password - in short, anything at all you've found helps you get more from your ST. And if you're stuck at a particular point in a game, or you find a problem with a piece of software, that'll do as well.

At the end of September, we shall be putting all your entries into a great big sack and pulling out the name of a lucky winner - who receives a cheque for 500 big ones! So get going, you only have a few more weeks to enter! You don't have to use our special form, but it helps us no end.

We shall be doing all this again, so don't worry if you miss out on September's draw.

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My tip is: Games ☐ Desktop ☐ Music ☐ Graphics ☐ Cover Disk ☐ Other ☐

Brief description of tip _____

Please complete this form and send it, with your tip, to: Night of 1,000 Tips, ST FORMAT, 30 Monmouth St, Bath BA1 2BW.



STARQUAKE

Bubble Bus

These bizarre transporter codes come courtesy of Kevin Davia from Stevenage near Letchworth:

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2. KWANG	7. KALED	12. BORNO
3. SOLUN	8. TSOIN	13. LUANG
4. ROKEA	9. TABET	14. CHING
5. CWOKE	10. FLIED	15. NICHIA

Next month we continue the selection of Warhead tips and devote another four pages to hundreds of fabulous gamebusting tips. So send us your cheats and don't miss out on ST FORMAT 16.

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DEM111 JUNK DEMO by the Care Bears
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DEM155 CUDDLY DEMO, second Union demo
DEM164 WHATAHECK demo, the Care Bears NOT STE

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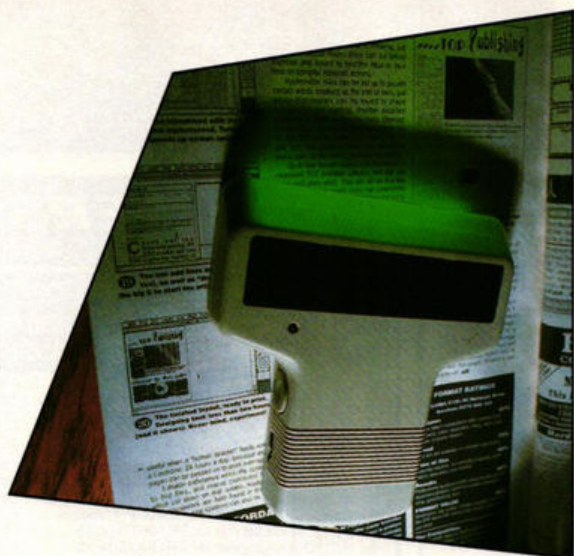
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reading between the lines

Scanners used to be something to do with video nasties and exploding heads, but

Japanese technology has changed all that. Scanners are in fact entirely docile creatures used to import images

into publishing programs. If you've thought seriously about DTP, you've probably thought about scanning too.

Neil Jackson checks out the ultra friendly Daatascan Professional, a handheld scanner so easy to use that it virtually holds your hand

Daatascan Professional

MACHINE: ALL STs

PRICE: £199.99

FROM: PANDAAL MARKETING

CONTACT: 0234 855666

The most popular type of scanner for the amateur Robert Maxwell is the handheld scanner which takes up very little space, is easy to operate and if used properly produces perfect results. Handhelds are a lot cheaper than their flatbed counterparts, which are large, printer-sized gizmos designed for professional installations.

Daatascan Professional uses a handheld, the Mitsubishi MH105AG coupled with Pandaal's home-grown hardware and software. It includes

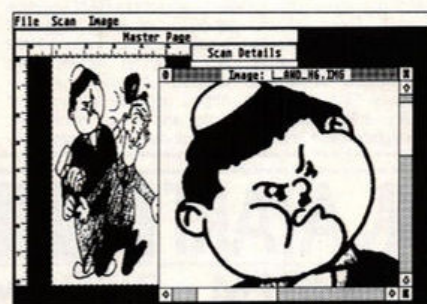
but it uses a large amount of memory. A 100 dpi scan uses less memory, but is a lot more blocky. You can decide for yourself what you need and what you can get away with.

The software is simple to operate, enabling you to use either standard GEM drop-down menus, keyboard shortcuts or on-screen icons. This is useful when you have one hand tied up holding the scanner itself.

You can set up the desired document page size (memory permitting), the desired scanning resolution and then select the Scan option. The image appears on-screen as you're scanning so you can see the quality immediately. Once the whole image is in memory, you can manipulate it. When you're happy with the picture, you can save it in GEM image (.IMG) format or Degas monochrome (.PI3) format.

The software also includes a GDOS driver (the missing element from Atari's GEM) which provides a number of printer drivers for use within the program. Daatascan Professional produces instant printouts on Atari Laser printers and Epson 9 and 24-pin compatibles. This is a major boon because you can check the quality of printout before leaving the program and easily re-do a scan if necessary.

Daatascan Professional is a superb combination of excellent hardware and versatile software. Its only fault is that the tool box icons overlay each other in medium resolution, resulting in an unclear display. However this is a minor problem because these functions can still be selected by menu or keyboard. To have the



■ When a laser printer is used printout quality is beautifully crisp and clear

program operating in medium resolution at all is a major advantage because many scanner programs only work in high resolution.

With its 28-page manual providing all the information you need to produce high-quality scans, Daatascan Professional is a package that experienced and inexperienced users alike can enjoy. Combined with Pandaal's excellent after-sales service and constant development of the software, Daatascan Professional is an assured success. **stf**



■ Comprehensive controls make image processing easy in high resolution mode

an interface box which plugs into the ST's cartridge port and connects the scanner, an external power supply and your faithful ST together.

The Mitsubishi scanner copes with black and white and colour pictures (though its output is always mono) using different dither patterns where different colours lie. Colour documents are harder to scan effectively because contrast levels are generally lower, so the scanners get confused. The Mitsubishi has three dither settings, plus mono and one of them is bound to produce the results you want.

Most important of all, the scanner is capable of operating at four different resolutions: 100, 200, 300 and 400 dots per inch (dpi). At 400 dpi the scanned image is incredibly detailed and shows subtle variations in shade,



■ The medium-res display is not quite as clear as high res, but it's still workable

FORMAT RATINGS

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£199.99/Pandaal Marketing Ltd
0234 855666

Features	92%
Excellent combination of top quality, versatile hardware and software	
Speed	91%
Fast image manipulation, cropping and saving	
Ease of Use	90%
Full of options, but still simplicity itself to operate	
Results	95%
Excellent image quality both in print and on-screen	
FORMAT VALUE	93%
Superb value for money	

The Competition

Migraph (£399.99 Software Express ☎ 021 643 9100) and Geniscan (£169.99 Datel Electronics ☎ 0782 744707). See reviews in STF 9

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N.B. Due to the large variance in design of the Atari ST, there is a small minority of boards in existence which may require a small amount of soldering.



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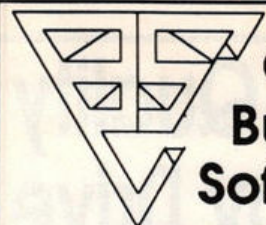
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back to basics

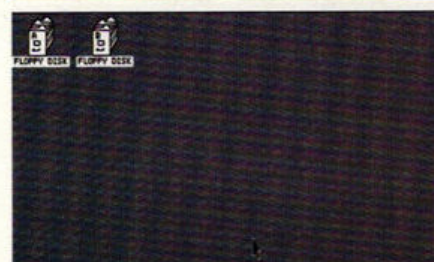


You've just got your ST and all this blather about GEM, Desktop, icons, menu bars, RAM disks and accessories has left you very confused. The Atari manual is useless and you were so looking forward to getting the most out of ST FORMAT and the Cover Disk...

IN THE BEGINNING...

Let's start at the very beginning, assuming only that you've successfully unpacked your ST and plugged it into an electrical supply.

The ST's Desktop, the screen you're first presented with when the computer is switched on, is the starting point for all disk operations



■ The GEM Desktop as it appears in all of the ST's graphic modes. From top to bottom: low resolution, medium resolution and the mono high resolution

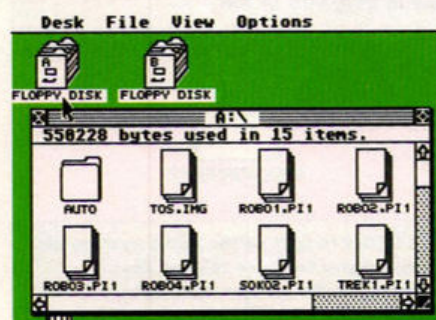
you wish to perform. This front end display is called a WIMP environment, which has nothing to do with conglomerations of seven stone weavings, but stands for windows, icons, mouse and pointer.

Towards the top left of the screen there are two icons (small pictures that, in this case, represent filing cabinets) with "Floppy Disk" printed underneath. Towards the top of the screen there's a bar - referred to as the menu bar - which contains menus offering numerous disk-related functions.

By clicking on the drive icons and selecting certain options from the menu bar all sorts of disk operations can be performed.



■ Locate the Floppy Disk A icon, move the mouse pointer over it, double-click the left mouse button quickly and wait...



■ After a few seconds a window appears displaying the contents of the disk

JARGONBUSTERS

Accessory: small program which stays resident in memory and can be called up at any instance by clicking on its name in the Desk menu. Accessories have an .ACC extension and can only be installed when the computer is first turned on.

AUTO folder: any program that has a .PRG extension and doesn't require the use of GEM (that is windows and icons) can be placed in a folder called AUTO. The contents of the AUTO folder are automatically executed when you switch on and insert the relevant disk.

Boot disk: any disk you insert into the drive when the machine is first switched on or reset.

Booting: the action performed by switching on the ST and getting either the Desktop or a program to appear.

Desktop: the main work screen. The display that appears if you switch on the machine and leave it for several seconds or insert a non auto-booting disk.

Double-click: pressing the mouse button twice in rapid succession.

Folder: part of the disk filing system which lets you keep related files together. Files and other folders can be kept inside a folder. The operating system allows up to eight levels of folders within folders.

Formatting: a disk is blank when you buy it, so needs to be structured or organised in a way that enables the ST to store and retrieve information from it. Formatting does the trick.

GEM: graphics environment manager. Think of it as the Desktop; the windows, icons, mouse pointer, and drop-down menus.

RAM disk: a method of storing programs and data files in a computer's memory. A RAM disk behaves like an ordinary disk drive; you can write files to it, read files from it, copy files between other disks and so on. NB: you lose your RAM disk when you switch off!

Root Directory: where a file is if it isn't inside any folders. This is important because your ST needs to be able to 'get at' any accessory (qv) programs and your AUTO folder (qv) if they're going to work.

TOS: the ST's operating system. A very complex group of programs consisting of BIOS (basic input/output system), XBIOS (eXtended BIOS), BDOS (basic disk operating system), A-Line routines (responsible for much of the graphic manipulation and production), and GEM (graphics environment manager). Don't confuse TOS with programs ending in .TOS. The .TOS files are simply programs that don't require the use of GEM functions.

WIMP: this is the environment your ST is endowed with. WIMP is simply an acronym for windows, icons, mouse and pointer.

THE DISK DIRECTORY

The simplest operation you can perform from the Desktop is calling up a disk's directory. A directory is simply a list of everything contained on a disk.

First, ensure you've got a disk in the internal disk drive – the Language Disk that comes with your system will do. The internal disk drive is always referred to as drive A.

Move the mouse pointer over the Floppy Disk A icon and press the left mouse button twice very quickly. This double-click action must be performed quickly otherwise nothing happens. If nothing happens first time, keeping double-clicking until the disk drive light comes on and you hear the disk motor whirr.

After a few seconds a window appears on the Desktop. Inside the window there are various icons – this is the disk's directory. The icons are named; these are the file names.

HOW TO COPY A FILE

Thanks to GEM's versatility there are countless ways in which you can copy files from one disk to another or from one part of a particular disk to another. Here are two of the more common methods you can use.

Say you've got a file called PROGRAM.PRG in the root directory of a disk and you wish to copy it to the root directory of another disk. Here's what to do:

- Insert the disk containing the file PROGRAM.PRG into drive A. If you've got two disk drives, insert the disk you wish to copy PROGRAM.PRG to into drive B.
- Double-click on the drive A icon so that you

get a window displaying the contents of the disk's root directory.

- Make sure the window containing the file PROGRAM.PRG does not obscure the drive B icon. If it does, move the window out of the way.

- Highlight and drag PROGRAM.PRG to the drive B icon. This is done by clicking once and holding the left mouse button while the pointer is over the PROGRAM.PRG icon. While still holding the left mouse button, move the mouse in the direction of the drive B icon.

- When the drive B icon is highlighted (that is, turns black) let go of the left mouse button.

- A message appears confirming that you wish to copy files. Simply click on OK. If you only have one drive, a second prompt appears requesting you to insert disk B into drive A. This means remove the current disk from the drive (disk A) and insert the disk you wish to copy PROGRAM.PRG to (disk B).

- From time to time messages appear asking you to insert either disk A or disk B. This only occurs if you've got one disk drive. Do yourself a favour and ensure you put the correct disk in the drive when prompted.

Things get a little more complicated if you wish to copy a file, say PROGRAM.PRG, from the root directory of a disk to the folder (called for arguments sake PROGRAMS) of another disk. Follow these steps:

- Insert the disk containing the folder PROGRAMS into drive A. If you've got two disk drives, insert the disk you wish to copy PROGRAM.PRG to into drive B.

- Double-click on the drive B icon to produce a directory window of the disk. If you've a single

disk drive you get a message requesting you to insert disk B into drive A – click on OK. Once you've located the folder called PROGRAMS, double-click on its icon so the window shows the contents of the folder.

- Again, if you've got a single drive, remove the disk from the drive and replace it with the disk containing the file PROGRAM.PRG. Twin drive owners simply insert the disk containing PROGRAM.PRG into drive A.

- Double-click on the drive A icon. Single drive owners click on OK when the message insert disk A into drive A appears.

- Ensure that this new window does not obscure PROGRAMS' window. Move the new window if it does.

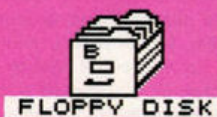
- Highlight and drag the file PROGRAM.PRG to the PROGRAMS folder in the other window.

- A message appears confirming that you wish to copy the file. Click on OK. If you only have one drive, a second prompt appears requesting you to insert disk B into drive A. This means remove the current disk from the drive (disk A) and insert the disk you wish to copy PROGRAM.PRG to (disk B).

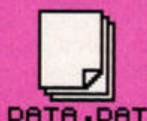
- Single disk drive owners get messages asking to insert either disk A or disk B. Once again, please ensure you put the correct disk in the drive when prompted.

MAKING SENSE OF ICONS

The ST's Desktop is very simple to use once you realise what all the pretty pictures (icons) represent.



- Behaves in a similar manner to the Floppy Drive A icon if you are fortunate enough to have a second external drive (drive B). If you only have one drive, it simply operates on the floppy in drive A when accessed



- This is a data file icon. It looks similar to a stack of paper with one corner folded. Data files contain information used by applications. For instance, the text produced by a word processor. Appears only in directory windows



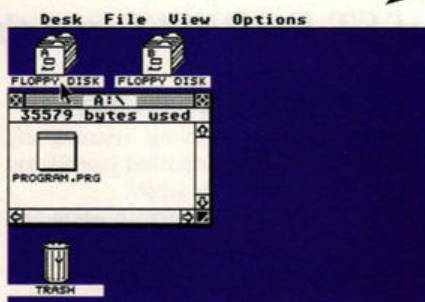
- Represents the internal disk drive and is used to access information held on the disks in the drive



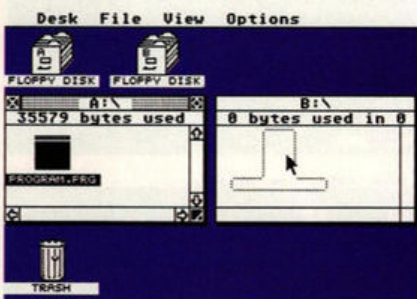
- The program file icon looks like a small empty Desktop. It represents an application that can be run when double-clicked on. Appears only in directory windows. File icons have names that end in TTP, TOS or PRG



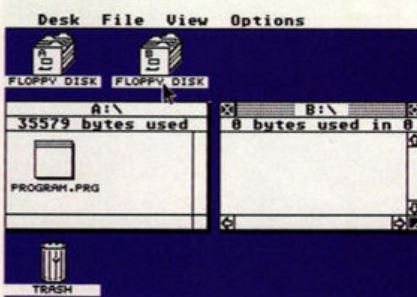
- A folder is part of the filing system and enables you to store related files together. A folder can hold data, program files and other folders (up to eight levels of folders within folders). Appears only in directory windows



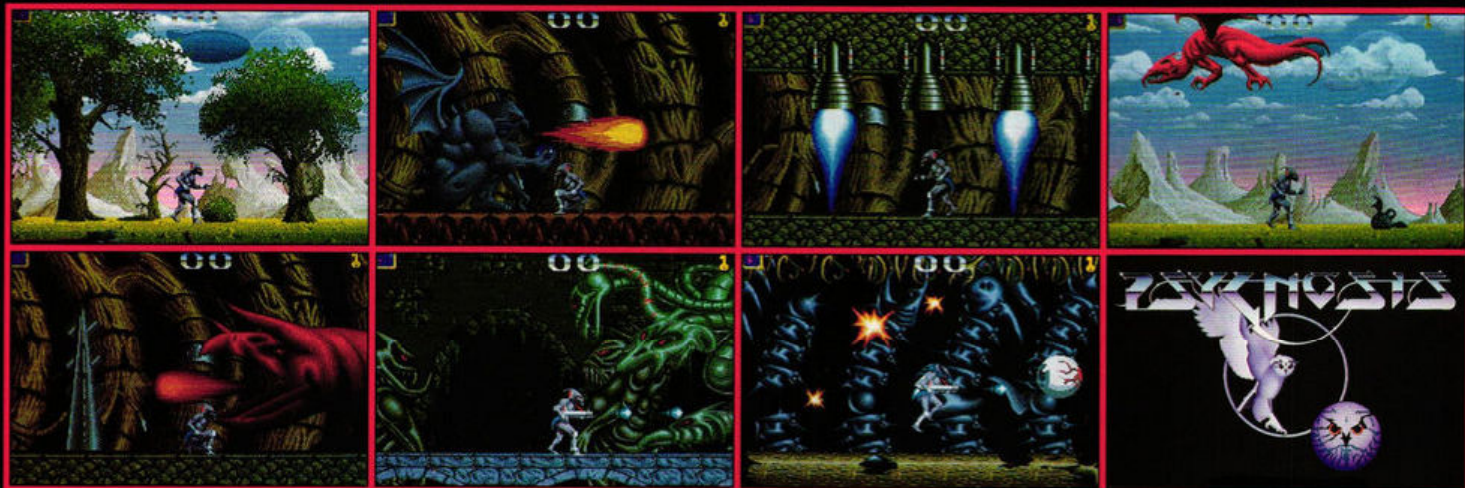
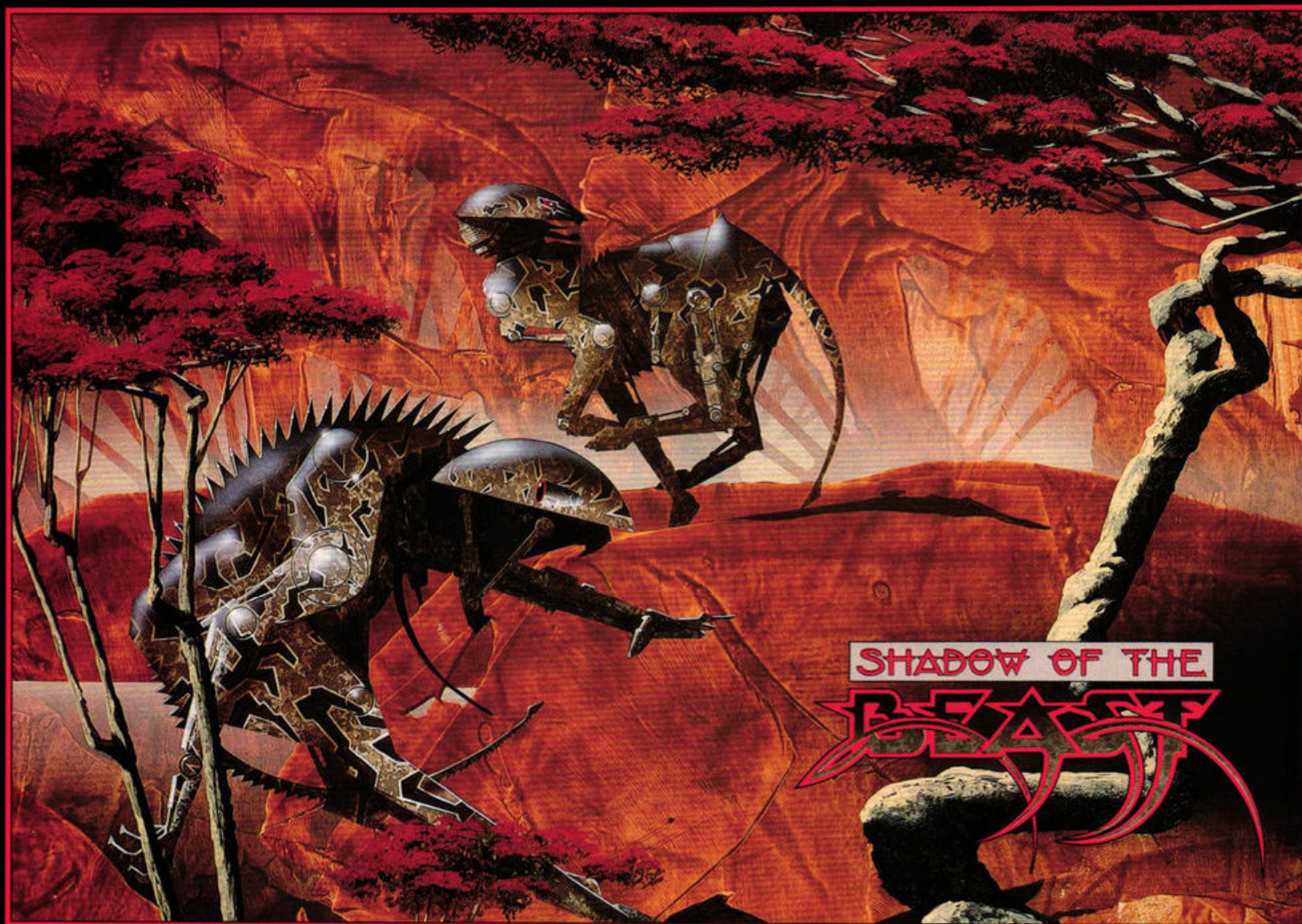
- Insert the disk with the file on it in the drive and double-click on the drive icon to call up a directory window



- Using the mouse, drag the file you wish to copy from drive A's directory window to the open window of drive B



- Place the disk you wish to copy the file to in drive B (or drive A if you only have one disk drive) and double-click on the "floppy disk" drive B icon



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FORMATTING A DISK

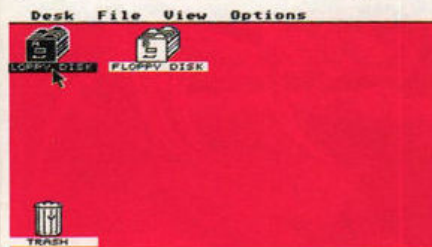
A disk is blank when you buy it and needs to be structured in order to store information. Formatting is the name given to the procedure which structures a disk.

Insert the disk you wish to format in drive A and click once on the floppy drive A icon so the disk image is highlighted. Move the pointer over the File menu heading located at the top of the screen and click on the Format option that subsequently appears.

You're warned that formatting erases the disk's contents, so ensure you insert a blank disk in the drive and click on OK to proceed.

A box appears with the options Exit, Format, Single and Double. Single and Double refer to the type of disk you wish to format – either single-sided or double-sided. All Mega STs, new STs and STEs have double-sided drives; old STs have single-sided drives. Selecting Single provides you with 360K of data storage; Double provides you with 720K.

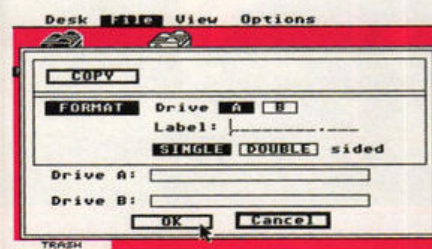
Highlight either Single or Double and then click on Format to initialise the disk. Formatting takes about 30 seconds. After that you can click on Exit and use the disk for storage.



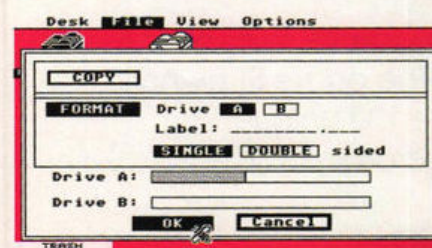
■ Place the disk you wish to format in drive A and highlight the drive A icon...



■ Click on the File menu on the menu bar and select the Format option

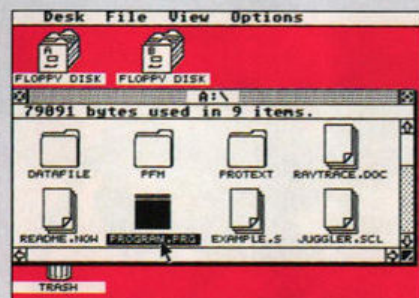


■ Choose either Single or Double and click on the Format option...

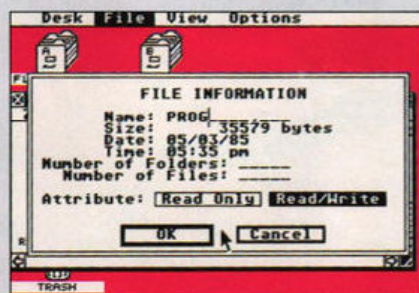


■ Formatting takes about 30 seconds and is graphically displayed on-screen

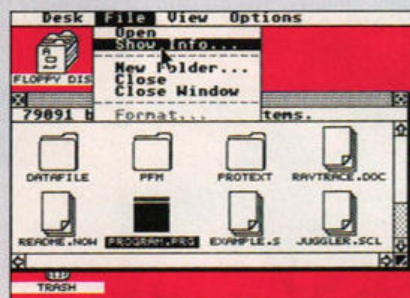
HOW TO RENAME A FILE



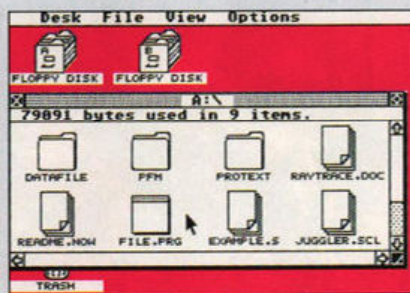
■ 1. Select the particular file you wish to rename by clicking on it once with the left mouse button



■ 3. A box giving you details on the file appears. Delete the old file name by pressing Esc or Backspace and then type in the new name. Press Return or click on OK when you've finished



■ 2. Move the mouse pointer to the File menu in the menu bar and select the Show Info option



■ 4. Once the drive has stopped whirring and the Show Info box has disappeared, you'll be able to see the renamed file sitting happily back in its assigned window

DESK ACCESSORIES

Unlike standard executable programs with PRG or TOS extensions, Desktop accessories (recognisable by their ACC extensions) can't be run by double-clicking on them. Instead, GEM must be given instructions to load them at start up.

Accessory files must be present in the root or main directory so that GEM can find them. Once installed, an accessory is run by pulling down the Desk menu and clicking on the accessory's name. Up to six accessories can be held in memory at once – but they take up memory all the time the ST is running, so only install those you really need.

Follow these simple steps to install your Desk accessories:

■ Copy all the accessories you wish to use into the root directory of a disk (see How To Copy A File if you're unsure about the procedure).

■ Insert the disk containing accessories in the root directory and press the reset button at the back of the machine.

■ When the Desktop appears, move the pointer to the Desk menu and click on the desired accessory's name to use it.

THE NAME GAME

Look through your collection of disks and you'll notice that file names consist of a maximum of eight characters followed by a possible three-character extension. The extension can tell you a lot about the file:

ACC: an accessory file. These can't be run in the usual way: they automatically load at boot time if present in the root directory.

BAS: BASIC files generated by First BASIC.

DOC: usually a help file which contains information about a program or disk.

PRG: an executable GEM program. Double-clicking on a file of this nature starts the program.

RSC: a resource file which contains box, alert and drop-down menu information.

TOS: an executable file that doesn't require the use of windows, icons or the mouse pointer.

TTP: a TOS takes parameters file. Clicking on this type of file results in a message asking you to enter information for the program to use.

DISK COPYING

You can only copy standard single-sided and double-sided ST disks from the GEM Desktop. To make a back-up of a disk – called for arguments sake XYZ – you need a blank disk. The blank disk must first be formatted (see Formatting A Disk if you're unsure of the procedure).

If you've one disk drive, insert disk XYZ into floppy drive A. If you have two disk drives, insert disk XYZ into drive A and the recently formatted disk into drive B. Select the drive A icon with the mouse pointer and drag the icon onto the floppy drive B icon. Release the mouse button when the drive B icon reverses shading.

An alert box appears warning you that copying disk A to disk B erases all the information on disk B. Click on the OK button to continue. The Diskcopy box appears.

Click on the Copy button and follow all prompts that subsequently appear. You're instructed to switch disks at certain points if using a single drive. GEM calls the two disks disk A (source) and disk B (destination) – make sure you don't confuse the two.

When the copying procedure has finished, the Diskcopy box appears again. Click on Exit to return to the Desktop. **stf**

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The ST Club

☐ New! - Astronomy Lab (£19.95), Oxford Chess (£9.95), Molgraph (£12.95), Fontprint (£5.95), Users' Guide to 1st Word (£6.95), Users' Guide to Time-works DTP (£9.95). Write for details.

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desktop

If you're reduced to tears by technical hitches or just need some straight advice, Andrew Hutchinson and Neil Jackson are the nice men, the very nice men, with the answers to your problems

I HEARD A RUMOUR

Problems with the STE still seem to be causing a certain amount of worry for potential owners which is hardly surprising considering the confusion surrounding its little-known specifications. **Ian Marsh** from Barnsley currently owns a 520 STFM and is thinking about splashing out on a 1040STE. He wants to know whether the £29.95 sound sampler, *MasterSound*, works on the new system. According to the technical bods at Pandaal (the suppliers) there are no known problems.

Ian's other worries centre on the infamous medium resolution problem surrounding the STE. A classic case of Chinese Whispers this one! Ian is worried that his medium resolution programs won't run, which is just not the case.

The STE suffers from a small hiccup which prevents you from saving the Desktop properly in medium resolution (it always re-boots in low resolution). However, you can still select medium resolution from the Set Preferences menu and then run your programs as normal.

Panic not, oh ye of little faith! All it means is that you have a teeny-weeny bit of extra clicking to do. Incidentally, Atari have issued an AUTO folder program to fix this problem and are currently releasing brand new STEs with a new TOS version inside. This version, 1.62 has had this (and several other bugs) ironed out. Pandaal ☎ 0234 855666; Atari ☎ 0753 33344.

GET THE BIG PICTURE



If you use VIDI ST, the video digitising hardware from Rombo, you may have noticed that you lose part of the video picture from the sides. This happened to **Steve Beach** from Birmingham who tried to cure it using the vertical compression option in the accompanying software. Though it partially cured the problem, Steve found the best solution by far was to indulge in a little creative hardware tweaking.

On the VIDI ST box, there's a hole with a small potentiometer inside (older versions require the lid to be removed to find it). This adjuster, marked Scan Frequency, can be turned a few degrees anti-clockwise using a non-metallic implement (that's important - a screwdriver affects the signal as you touch the pot because it's conductive). The result? The picture squashes horizontally enabling you to

get the whole picture on-screen when used in conjunction with the vertical compression.

Rombo commented that this is exactly what the adjuster is for, but you may need to be patient to set the picture up correctly. Tweak it too far either way and the picture breaks up - just turn it the other way to bring it back. (VIDI ST costs £99.95, Rombo ☎ 0506 414631)

LIKE A VIRGIN



A newcomer to the wonderful world of the ST is **Neil Adams** from the Wirral in Merseyside. He's thoroughly enjoying his brilliant new computer and would like to get into BASIC programming, but doesn't know his ass from his multi-sync modulator. He also wants a printer and a decent art package.

There are two excellent BASIC programs which have proved popular with ST users. The first of these is *GFA Basic* (£49.95 GFA Data Media ☎ 0734 794941) which also has an add-on compiler available for £22.95. This comes with a weighty manual that's an excellent introduction for newcomers to the language. The second is *Power Basic* (£79.95 HiSoft ☎ 0525 718181) which has a highly-detailed manual and a built-in compiler. Either of these should serve your requirements admirably.



■ The best art package for the ST has just arrived. Try out the *DeluxePaint* demo on the *FORMAT* Cover Disk



■ *GFA Basic*, used by a lot of demo writers, is one of the fastest BASIC interpreters available for the ST

If you're looking for a reliable mono printer the Star LC-10 is a good choice. It's Epson compatible and can be used with most packages without the need for nasty printer drivers. It's also got a near-letter-quality (NLQ) facility for tasty looking documents. The Star LC-10 costs £228.85 with cable and is available from most mail order hardware companies or directly from Star ☎ 0494 471111.

Your search for a decent art package need go no further than this month's *ST FORMAT* Cover Disk. Try out the demo version of *DeluxePaint* ST on the Cover Disk and you'll know why it's the package we recommend. It should cover all your ST art needs, and you have the added advantage of trying it out for free. *DPaint* costs £49.99 from Electronic Arts ☎ 0753 49442.

CORRUPTED DISK

The subject of viruses rears its ugly head again in *DESKTOP*. **Mr MB Chun** from Cardonald in Glasgow thought his Cover Disk was infected with a virus. He clicked on the disk and the disk size bar at the top of the GEM window read 709,143,857 bytes used and the files on the disk had corrupted names. However, your disk wasn't infected with any virus Mr Chun, it was just corrupted.

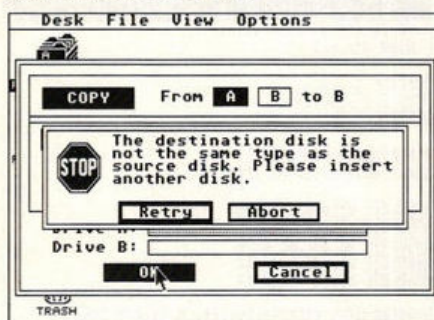
When sector zero of a disk is corrupted then the rest of the disk becomes unuseable. This is because all of the disk information is stored in this sector, including disk size and file

names and locations. From the printout you sent us of the disk's directory window this is what appears to have happened. If you send the corrupted disk to *ST FORMAT*, September Disk returns, Discopy Labs, Unit A, West March, London Road, Daventry, Northants, NN11 4SA they'll send you a new one.

LOGO LANGUAGE

David Sturrock of Roslin in Midlothian, Scotland has been subscribing to *ST FORMAT* since it began (wise man!) and has a question about the Logo programming language. His wife is a primary school teacher and requires a decent Logo language disk from the public domain for the children to use at school.

The program you want is called, surprisingly enough, *ST-Logo*. It costs only £3 and you can get it on disk 153 from The South West Software Library who live at PO Box 562, Wimbourne, Dorset BH21 2YD.



■ **GEM isn't renowned for its friendly error alert boxes. This particular example should be familiar to you all (see "Incompatible Disks?")**

README BORE ME

John Rhodes from Leeds reckons the README files in the folders of the public domain software on the *FORMAT* Cover Disk drone on a bit and was wondering how he could create his own.

In order to create a README file you need a text editor. Any of the text editors in the public domain should suffice, but *DESKTOP* recommends the extremely popular *ST Writer Elite* (£3) available from most public domain libraries. Using this you can edit other README files or create your own and give your software that professional look.

INCOMPATIBLE DISKS?

While copying files from our Cover Disk, **Mandy Flower** from Bath came up with a problem. She dragged the disk A icon to the disk B icon as you would normally when backing up a disk, but GEM said that the disks were of different formats and wouldn't let her proceed. However she's discovered a way around the problem and like all good solutions, this is extremely simple.

Drag the Disk A icon to the Disk B icon as you would normally. However when the ST asks you to insert disk B, don't remove the disk – simply click on OK. GEM then asks you to insert disk A again, but just click on OK. You can now copy the two disks as you normally would because GEM has been fooled into thinking you've got two disks of the same format.

HARD DISK HASSLES

Having read the letter about hard disk problems from August's *DESKTOP*, **Les Kneeling** came up with a better solution for saving a corrupted

driver on an auto-booting hard disk. Try creating a floppy disk with the hard disk bypass boot sector using *DC Format*. Now put an auto folder on the floppy containing whichever hard disk driver you want to use and reset the computer with the disk in drive A. This then initialises the hard drive.

If you've several partitions on the disk you may want to copy the "DESKTOP.INF" file onto the floppy as well. Having got access to the hard drive the offending files can be fixed and the machine returns to normal the next time you press the reset button.

DC Format is available from most PD libraries at a cost of £3. **stf**

£££s FOR YOUR QUESTIONS!

If you're having trouble with your ST or if you have any hints or tips which you think other ST owners will go absolutely gaga over, then send them post haste to: *DESKTOP*, *ST FORMAT*, *Future Publishing*, Beauford Court, 30 Monmouth Street, Bath BA1 2BW.

Your incentive? Fame, dosh and a guaranteed place in heaven for anyone with altruistic intentions! There's £50 up for grabs every month; £30 for the best tip and £20 for the best question, so there's absolutely no excuse not to write.

Please don't send SAEs or telephone. We spend too much time making *ST FORMAT* look great to reply to individual enquiries, and we can only respond in the pages of the magazine.

THE

Midnight Oil



OUR PRIORITY : GAMEPLAY

"From my point of view, the game has kept me sitting up at nights and through holidays and weekends for up to 12 hours at a stretch, with minuscule breaks for food and other necessities. It is a game I have no hesitation in recommending to anyone with even the slightest interest in American Football."

ATARI
USER
REVIEW

IBM PC: Hercules, CGA, EGA, VGA 5 1/4" or 3 1/2" disk £29.95
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HEADCOACH V.3



THE GAME

Headcoach is the complete American Football simulation. You take charge of the latest recruit to the National Football League, and through skillful design of gameplans and the use of the college draft, build up a 45 man squad to keep your fans happy and win the Superbowl. Unlimited seasons, and aging players, produce a realistic game of fluctuating fortunes.

THE MATCH

The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your gameplan to the skills of your squad, and exploit the weaknesses of your opposition. It's here where the strengths and weaknesses of your own players are highlighted.

TRAINING CAMP

Here is an opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. The current sharpness of any player can be assessed from their time in the 40 yard dash. Wide receivers, cornerbacks, running backs and linebackers are all positions where speed off the mark is crucial.

THE MIDNIGHT OIL

The Midnight Oil,
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18 Hazelmere Road,
Stevenage,
Herts SG2 8RX

0438
721936

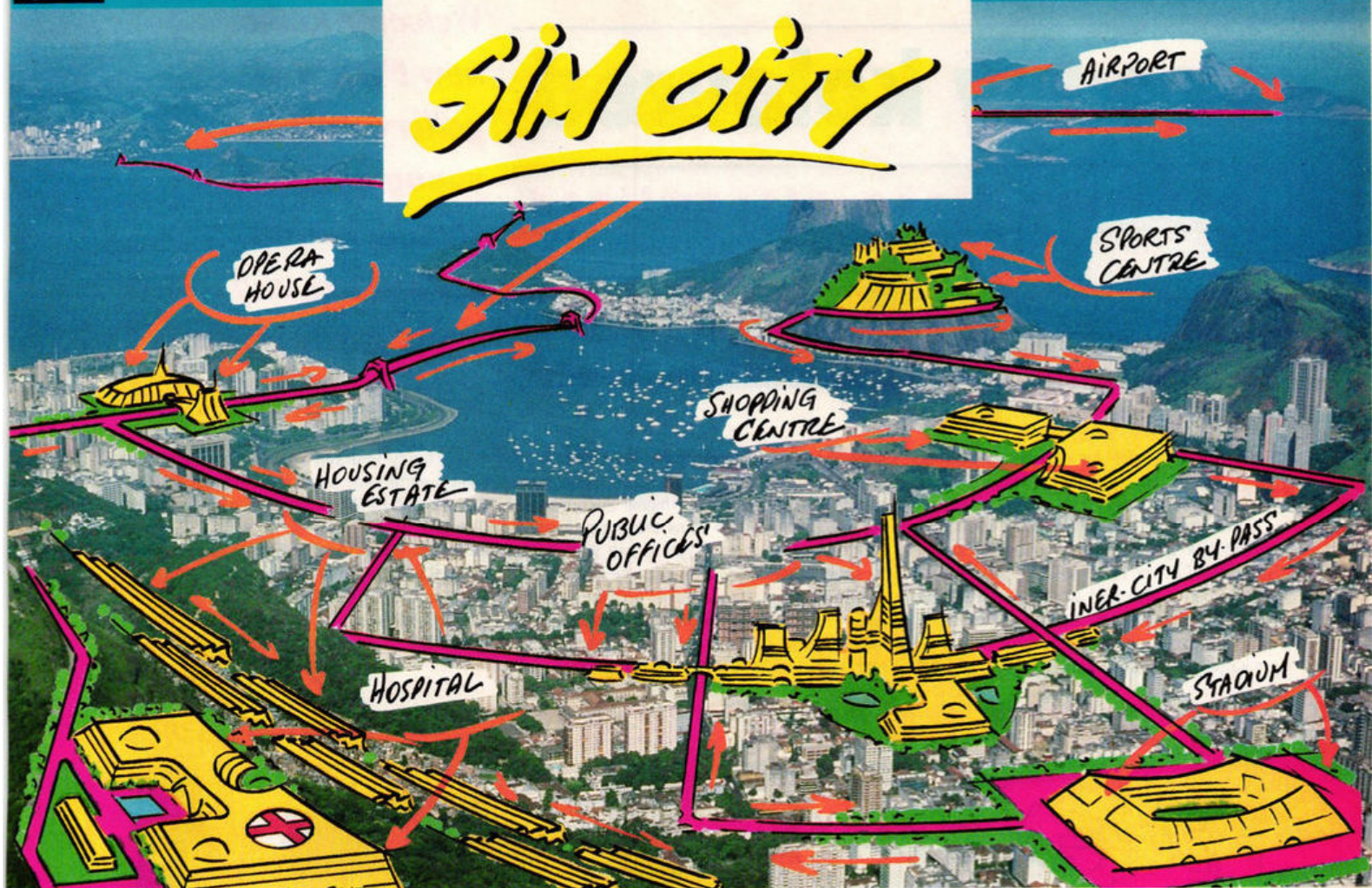
COLLEGE DRAFT

During the 16 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks). There can be many weaknesses. The college draft should be used to find those stars of the future and make sure that they're playing for you.

STATISTICS

The statistics section will encapsulate your team's, and your player's, season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks all these are kept for each match, the whole season, for the team, and for each player. MVP votes are accumulated for the season. American Football is a game of stats and this simulation sustains that.

SIM CITY



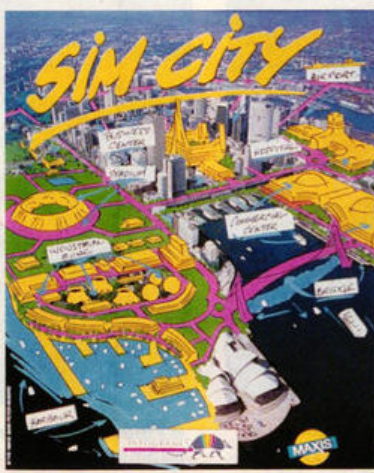
On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!" Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.

SIM CITY

What you should know about the game of the year.



Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods. Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appear. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real



time. Every decision instantly influences the life of your town. In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.



Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."
NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."



INFOGRAVES



the kandy coloured

tangerine flake streamlined

picture show

Welcome to the
new **FORMAT**
gallery where
young guns rub
shoulders with
old masters and
avant garde is just
a thing of the past

Welcome to the new **ST FORMAT** art gallery, two pages devoted to the very best of your artwork.

The best entries will appear in all their technicolour glory on these pages and on the **ST FORMAT** Cover Disk. To spur you on even further there's also £25 worth of software up for grabs each month to the pick of the bunch.

Please remember to tell us which art package you created your work on and any

special techniques you may have used. Fully documented work and sequences showing a picture's construction are highly encouraged. We don't just want to show off glossy finished masterpieces, we want you to use your talent to show others how they can use their **ST** to create great pictures. So let's make this art gallery a forum for sharing new ideas. Please note that we cannot return disks sent in, so make sure you keep a copy at home too.

If you fancy yourself as a bit of a whizz at pixel pummelling, send your artwork to: The Gallery, **ST FORMAT**, 30 Monmouth Street, Bath BA1 2BW.

■ Remember to check out the **DPaint** review and beginner's tutorial on page 20.

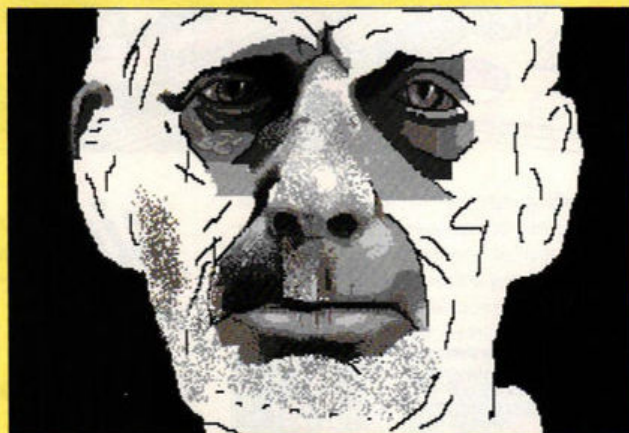
Load up the **FORMAT** Cover Disk and go for it!

£25
WORTH OF SOFTWARE **STF PRIZE**

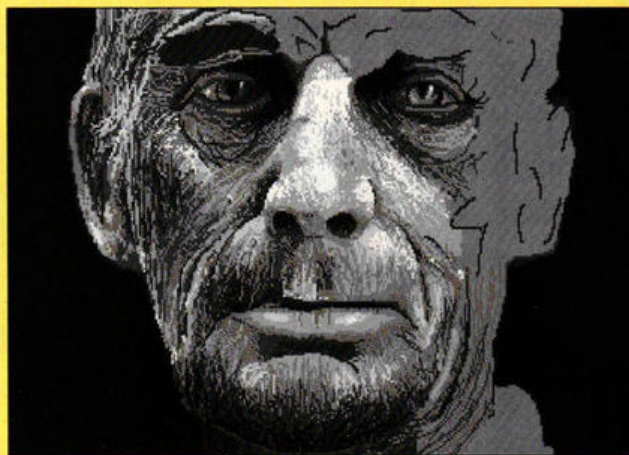
BECKETT GETS A FACELIFT



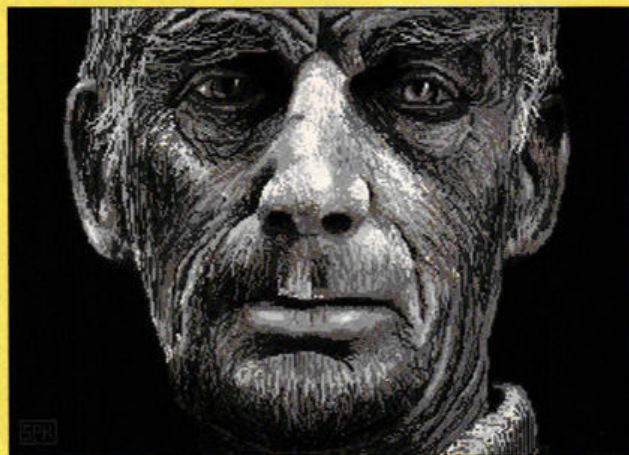
■ The first stage in creating a portrait is to draw a sketch in freehand with a pixel-sized brush. Then use an airbrush to spray tones into roughly the right places to give it depth



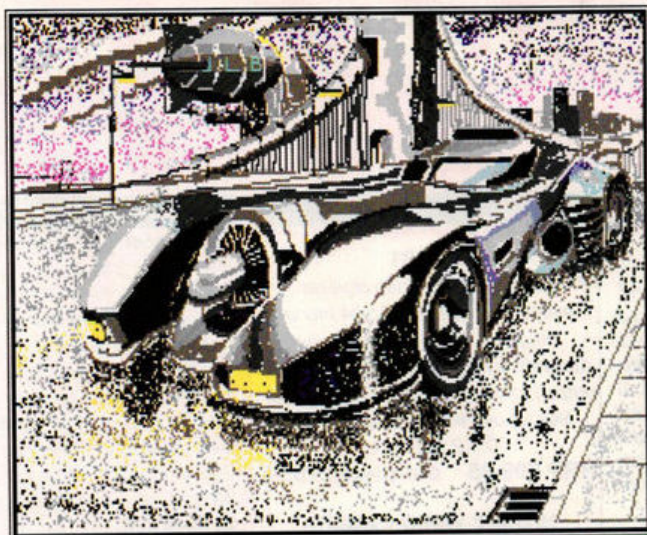
■ Using a combination of filling and smearing you can blend in the shades, leaving highlights where appropriate. Fine detail work like eyes and mouth is done under magnification



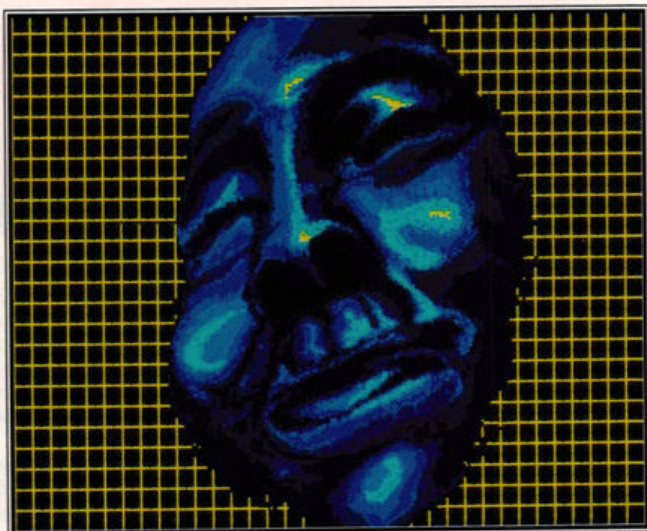
■ Working outwards from the centre towards each ear in turn, tone up the cheeks and jaw-line. Pay close attention to the underlying bone structure to get those highlights right



■ Finally, light-hearted, old granite-face himself sports his infamous crofter's sweater (did he ever wash it?) in this **Quantum Paint** picture by **S P Kowalski** from Hucknall, Notts



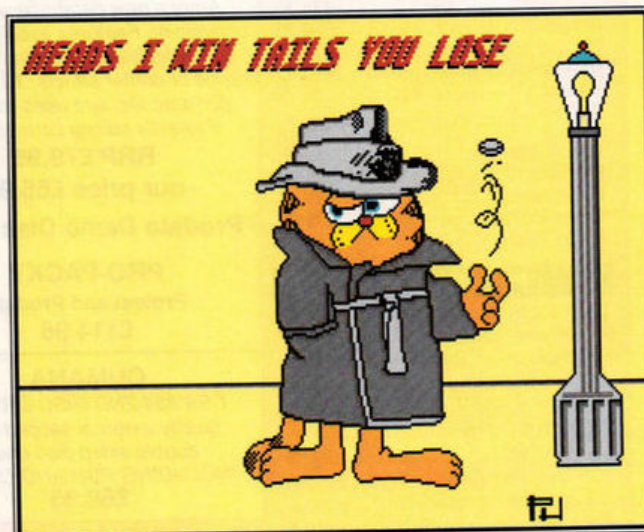
■ A great picture of the Gotham City runabout by John Barker from Mansfield. Where does he get those wonderful toys? *Degas Elite*, that's where! (£24.95 Electronic Arts ☎ 0753 49442)



■ This eerie face, which looks like it's been attacked by a spin dryer, was drawn by Jason Lord from Felixstowe using *Spectrum 512* (£29.95 GST ☎ 0480 496666)



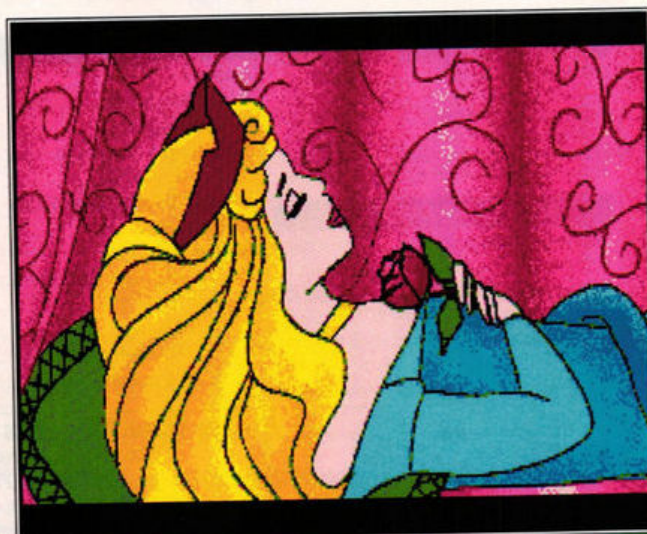
■ Li'l Jim (aged 8) from Greenwich used *Degas* and the *Genesis* fractal landscape generator to create this erupting volcano. To think Mozart was only writing symphonies at this age!



■ The cat with the fat and the street smart philosophy as drawn by Paul Heester from Leyton, London using *Degas Elite*, the most popular art package of would-be *FORMAT* exhibitionists



■ Comics are a great source of inspiration. This marvellous effort is by Ski from St Albans, Herts. Fight for Truth, Justice and *Quantum Paint*! (£17.95 CMV ☎ 071 734 1719)



■ *Sleeping Beauty*, grabbed and then touched-up with *Spectrum 512* - and she didn't even wake up! Strangely, Grant Naylor didn't take advantage of *Spectrum*'s huge colour range

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VIDI-PACK

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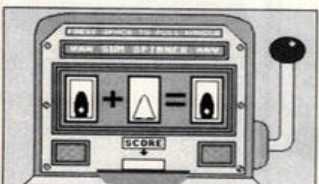
GONE FISHING

Bunny's gone fishing, watch him pull out the pictures and help him spell the words



PLAY TIME

The clock has stopped and needs your help to tell the time again



SUM SPINNER

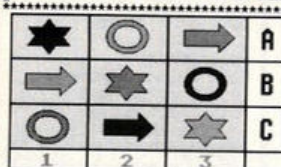
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the evolution starts here

A budget synth that performs like one of the big boys! Jon Bates puts the new EVS-1 through its paces and just can't believe his luck

EVS-1

MACHINE: ALL STs

PRICE: £299

FROM: SOUND TECHNOLOGY

CONTACT: 0462 480000

You don't normally get a lot of synthesizer under £300. In fact you'd be extremely lucky to get a decent sound generating unit second-hand at that price and even then you'd be stuck with having to rely on expensive cartridges or memory cards to store the sounds.

The EVS-1 has both programming and librarian software and a module that is capable

of playing eight sounds simultaneously with a maximum of 16 notes playable at any one time. You also get 100 sounds on board; 80 of these are permanently fixed in the ROM, but you can program 20 of them using the software and store them on disk.

The instrument is sectioned into Banks. Each Bank is in effect a synth and as such can be assigned a sound and MIDI channel either with the help of the software or by using the multi-function buttons on the front panel. A combination of eight sounds is termed a Group and you can create and store 20 of these again with the help of the software.

For a small instrument it has many different ways of creating sounds. It's as if they've bor-

rowed bits from Yamaha, Casio and Roland and put them all in the same machine, because you create sounds by frequency modulation, phase distortion, width modulation and ring modulation. It contains a set of waveforms for you to use and it can also combine the different methods of creating sounds. It uses 16-bit sound generation and digital conversion at 44.1 kHz sampling rate, the same as a CD. All very creditable stuff.

Most of the 80 preset sounds are only so-so despite the complex method of creating them, but if you stack two sounds together and finely detune one of them, the result is much more acceptable. The EVS-1 tends to be better at analog type of sounds – fat basses and thick

EVOLUTION MYSTERY

Evolution Synthesis UK is a new name, but a quick peek inside the 19 by 2 inch module reveals that the circuit board is designed and made by Richard Watts Associates, the same people who made the FM Melody Maker cartridge and software for the ST: both products are manufactured in Hong Kong. The name of the main sound chip has been erased. It just gets curiously and curiously.

Sound Envelope Group Utility Library Dump Program Remote Quit Help																																																	
Sound 8 BritMand		Evolution Synthesis																																															
Algorithm					Code																																												
					<table><tr><td>OSC1</td><td>Detune</td><td>-18</td><td>Detune</td><td>0F</td></tr><tr><td>Ring1</td><td>Detune</td><td>-1</td><td>Detune</td><td>0F</td></tr><tr><td>OSC2</td><td>Detune</td><td>-15</td><td>Detune</td><td>-9F</td></tr><tr><td>Ring2</td><td>Detune</td><td>-26</td><td>Detune</td><td>-1R</td></tr><tr><td>Level</td><td></td><td></td><td></td><td></td></tr><tr><td>Ampt</td><td>Level</td><td></td><td></td><td></td></tr><tr><td>Mave1</td><td>Wave</td><td>0</td><td></td><td></td></tr><tr><td>Mave2</td><td>Wave</td><td>0</td><td></td><td></td></tr></table>					OSC1	Detune	-18	Detune	0F	Ring1	Detune	-1	Detune	0F	OSC2	Detune	-15	Detune	-9F	Ring2	Detune	-26	Detune	-1R	Level					Ampt	Level				Mave1	Wave	0			Mave2	Wave	0		
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Ring1	Detune	-1	Detune	0F																																													
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Ring2	Detune	-26	Detune	-1R																																													
Level																																																	
Ampt	Level																																																
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Mave2	Wave	0																																															
28 AMP MODULATION					Transpose 14																																												
LFO					Modulation																																												
LFO 1 2					Destinations																																												
Have Rand 2 Sine					Off	Off	Off	Off	Off																																								
Delay Speed 25 0					C 00	C 00	C 00	C 00	C 00																																								
Node1 Ring1 Off					Velocity																																												
Depth1 84 0					Key Shift																																												
Node2 Ampt Off					Aftertouch																																												
Depth2 84 0					Control																																												
Node3 Ring1 Off					Mod Wheel																																												

■ The main page of the EVS program with the sound structure top left

Sound <u>Envs</u> <u>Env</u> Group Utility Library Dump Program Remote Quit Help												
Sound	8	BritMand	Zoom	Level	1	Evolution Synthesis						
						Env1	1	2	3	4	5	6
						Rate	127	80	.	.	.	.
						Level	127	0	.	.	.	.
						Node	Ring1	0	Off	.	.	.
						Depth	127	0	.	.	.	.
						Env2	1	2	3	4	5	6
						Rate	127	85	70	.	.	.
						Level	127	48	0	.	.	.
						Node	Ring1	0	Off	.	.	.
						Depth	48	0	.	.	.	.
						Env3	1	2	3	4	5	6
						Rate	127	60	.	.	.	.
						Level	115	0	.	.	.	.
						Node	Ring2	0	Off	.	.	.
						Depth	127	0	.	.	.	.
						Env4	1	2	3	4	5	6
						Rate	127	50	.	.	.	.
						Level	0	.	.	.	.	.
						Node	Off	Off	.	.	.	.
						Depth	0	.	.	.	.	.

synth sounds – rather than very accurate recreations of acoustic instruments.

The two drum kits provided are very impressive; each one has 60 velocity sensitive drum sounds with preset stereo positions and no noticeable background noise.

The 20 high quality sounds stored in RAM prove that the instrument is capable of good sounds provided you have the time to work at the software. Without the software you can only manipulate the sounds with the buttons on the panel: detuning them, transposing, positioning them in stereo, setting the volume, altering the pitch bend range and setting the split points.

The software enables you to tweak every aspect of the sounds and create new ones. The shape and pitch of the sound is controlled with graphic sound envelopes that can be tugged around the screen and the numeric keys plus Alternate act as piano keys to test the sounds. The software checks out the general well-being

of the module before you start and the module has an impressive set of check routines that pinpoint errors and sends out test tones for tuning and distortion.

Other pages cover setting up sound banks, saving to and from both disk and MIDI disk players/sequencers and altering the program numbers for each of the 100 sounds. There are 11 new libraries of sounds on disk, but several of the voices are duplicated. It would have been a good idea to have a printout function so that hard copy of the libraries could be available when you're trying to find that elusive favourite sound in a hurry.

The documentation tells you what everything does, has neat diagrams and is grammatically correct, but without a step-by-step guide it's very frustrating.

The EVS-1 is an extremely competitively priced synth and a little effort spent altering and creating new sounds should beat the pre-

set sounds into a cocked hat. If you have the time to do this, you'll have a good sound module that won't be easily outgrown. **stf**

■ Check out the amazing EVS-1 competition in next month's *ST FORMAT* and grab the chance to win one of these fabulous synths. Also next month: the Roland Desktop music system on review.

FORMAT RATINGS

**EVS-1/£299/Sound Technology/
0462 480000**

Features

88%

A good range of features that you would only expect to find on more expensive modules

Speed

91%

No complaints here, quick and easy screen pages and fast communication between software and hardware

Ease of Use

75%

Ease of use 75% Takes some time to get into the sound programming pages and it's a mite awkward to use a keyboard as well as the program

Results

89%

results **89%**
Very good, but could do with more software help on the sound creation side

FORMAT VALUE

88%

FORMAT VALUE 88%
Low price and high performance. EVS-1 can create really good sounds, but you need time to learn its sound creating methods.

The Competition

Nothing to match it at this price!

Sound Envelope Group Utility Library Run Program Remote Quit Help

[illegible]

■ A combination of eight sounds forms a Group. Put sound groups together...

Food, Energy, and Health - United States - - - - -

Sound Envelope Group Utility **Library** Dump Program Remote Quit Help

Main Sound Block

0 BritHamm2
1 BritHamm2
2 WavePiano2
3 SynthBassi
4 SoftPad
5 SlickPad
6 PanPad
7 ReezPad
8 HarpSeagas
9 WarmPad2
10 SwailBell2
11 SmoothRibe
12 Choir3
13 Synthetic
14 GrandPlan5
15 None
16 Feedbacker
17 WavePiano1
18 DucterKha

Source: Lib

Destination: Help 15

Copy Source to Dest
Swap Source & Dest
Copy All Main to Lib
Copy All Lib to Main
Swap All Main & Lib
Sound/Group Switch

Library Sound Block

0 BritHamm2
1 BritHamm2
2 WavePiano2
3 SynthBassi
4 SoftPad
5 SlickPad
6 PanPad
7 ReezPad
8 HarpSeagas
9 WarmPad2
10 SwailBell2
11 SmoothRibe
12 Choir3
13 Synthetic
14 GrandPlan5
15 None
16 Feedbacker
17 WavePiano1
18 DucterKha

and sort out the main library of sounds to suit your own preferences

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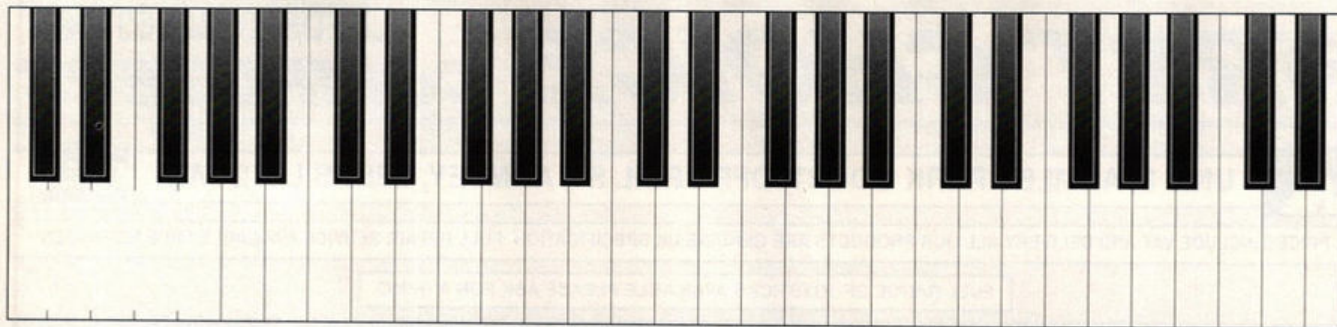
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MIDI helpfile

If you keep hitting bum notes and your synthesizer sounds like a motorbike then Vic Lennard is the man you need to listen to

■ I have a problem with a Yamaha EMT-10 sound expander. When I play it from a Roland D-50 keyboard, the first piano voice distorts. Not all of the time, but certainly when I hit the keys at all hard. I took it back to the shop and tried another couple of units, but with exactly the same result. Are they all faulty?

In a single word, no. The EMT-10 was built to go with Yamaha's Clavinova, PSR and PSS series of keyboards. These either have a fixed note velocity or a velocity curve distinctly different from the keyboard you are using.

When you turn EMT-10 on, the default touch curve gives maximum volume at a note velocity of 64. This allows for the fact that many of the small Yamaha synths have a fixed note velocity of this value. However if you play a note the velocity of which is, say, 120 this causes the EMT-10 to attempt to play beyond its maximum volume. Consequently it distorts.

However, all is not lost. If you press the ELEC BASS button while holding down the MIDI button, the second touch curve is selected. This gives maximum volume at a note velocity of 96. You should find that this improves the situation, although you may still hear a trace of distortion occasionally.

If you're using a sequencer, you can probably edit the attack velocity of individual notes. Try to keep them below 110. You can also set the velocity curve via a system exclusive message which could be placed in your default song so that it automatically acts on the EMT-10 at the start of each session. This message is F0, 43, 73, 11, 11, 51, F7 with all numbers in hexadecimal.

■ This is going to sound really daft, but here goes. I record demos which often involve piano. Because I'm not a particularly good pianist, I play the left-hand part on one track of my sequencer and the right-hand part on the next track while listening back to the first one. For some reason, the right-hand notes keep cutting out even while I'm still holding the keys down!

I'm using a Roland Juno-106 for my main keyboard. What's happening?

It's not daft, you're suffering from the "All Notes Off" (ANO) syndrome. Some manufacturers transmit this MIDI message from a MIDI keyboard each time all notes have been released to ensure that any notes left hanging by the loss of a note off are silenced.

When you record the left-hand part, an ANO message is sent every time your left-hand is removed from the keyboard. This message is recorded by your sequencer. When this track is played back and you're recording the right-hand part, the ANO messages from track 1 are also transmitted. If you happen to be holding down notes at that point, they're cut off.

There are various solutions. The first is to filter out ANO messages on the sequencer, but because you didn't say what model you use, I can't tell you whether this is possible. One solution is to use a Yamaha sequencer – they ignore ANO messages or you could always edit out the individual messages which look like this Bn 7B 00 (hexadecimal) – where "n" is the MIDI channel from 0 – F (1 – 16 in decimal).

The Anatek pocket filter is another possibility, but this filters out all controllers – by-bye modulation wheel, sustain pedal and so on. Most of the current batch of MIDI patchbays have filter sections, but you would be better off buying a sequencer that filters out ANO. Or spend the money on piano lessons and learn to play with both hands at once!

■ I own both a Roland U-110 and U-220 which are wired into a Yamaha MT3X 4-track using the mono outputs on each. When I'm playing eighth or sixteenth hi-hats from the keyboard, they seem to phase or flange – the tone changes. Also, when I use some of the U-110 cards in the U-220, the percussion sounds different. Some of my snares sound like sticks!

The sounds in these preset sample players are stored digitally. To play them back takes a digital to analogue converter (DAC). It would

appear that Roland are only using one of these for the stereo outs and sharing it between the two channels. This means that sounds on one channel appear slightly later than on the other.

If this is true then when you're running in stereo, the level of the sound is adjusted for each side to give the stereo image subject to the pan position that you have chosen. If you're running from the mono out with a stereo pan position set, you hear part of the sound from one side of the stereo followed a fraction of a second later by that part for the other side. The result of this is like hearing the sound twice which creates a flanged effect. The solution is to ensure that you pan the sound hard right or left when running in mono.

The second problem stems from the fact that the envelope of the sounds on ROM card dictate the playback on the U-110 which has no facility to change them. However, the U-220 has an A(attack), D(ecay) and R(elease) envelope which appears to override the settings on the cards. So leaving the settings of this envelope at 0, 0, 0 does not necessarily playback the sounds as you are used to hearing them on the U-110. If a snare sounds like a stick, try increasing the value of the decay to open up the envelope and so be able to hear the original reverb inherent in the sample. **stf**



THOSE MIDI BLUES

If you have any problems with MIDI equipment write to MIDI Helpfile, ST FORMAT, 30 Monmouth St, Bath BA1 2BW. Don't forget to give us all the necessary information including serial numbers and a diagram of your system.

Vic Lennard runs the UKMA (United Kingdom MIDI Association) who publish a monthly newsletter called *MIDI Monitor*. This is free to members, as is advice on all MIDI matters. If you're interested in the full UKMA service, call Vic Lennard on 081 368 3667 for a membership form.

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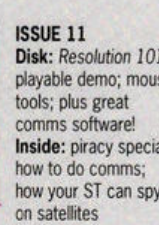
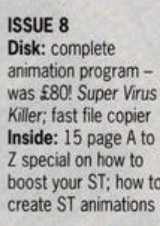
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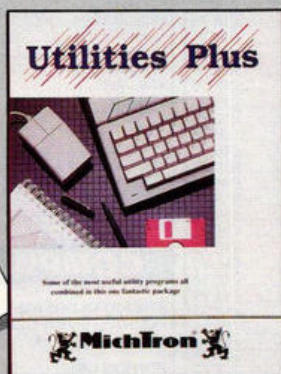
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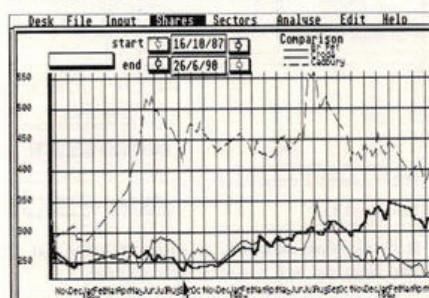
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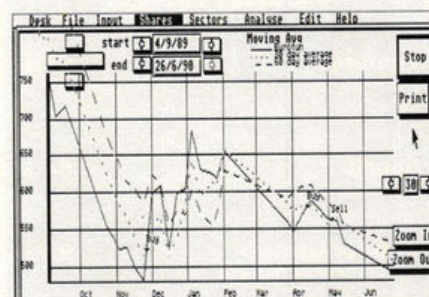
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Graph, screen list, and portfolio are the three main options. The portfolio option enables up to four portfolios of 42 shares. Easy to use and update, it even takes care of user set multiple commission rate deals (you what?) and dividends. Provision has been made for scrip, rights and part paid issues which is useful for employee share schemes.

Each portfolio is displayed in pages with investment amount, profit, APR, profit this page, portfolio profit, averages, overall APR, and total investment. This might all sound a lot to swallow for someone who just invested their

pocket money on a few British Gas shares, but the instructions in Market Breaker are clear and the information is easily understood.

Individual shares may be selected from the page to display more detailed information, on purchase details, current value, market sector, P/E ratio, and yield. Icons enable sales to be completed, commission rates altered and graphic options to be selected. This is an excellent portfolio management system, with full printer support for hard copy if required.

The graph option enables plotting of line, point and figure, moving average, comparison and stop loss graphs of any share. The first menu screen is a list of shares with buy and sell recommendations and current prices. Graphs can be linear or log and a zoom function

FORMAT RATINGS

MARKET BREAKER/£69.95

Jewsbury Software 0705 595694

Features 78%

Powerful analytical routines with printer support. Excellent portfolio management. Teletext compatible

Speed 72%

Slow loading and saving of large files, but most graphics options are fast

Ease of Use 85%

Easy to use, but involves lots of mouse clicking

Results 83%

Excellent, though graphic screens can sometimes become cluttered

FORMAT VALUE 77%

Should earn its keep

The Competition

Its only real competition is ProShare ST (reviewed over the page) which retails at a quite considerable £20 cheaper

enables you to inspect specific points that you're especially interested in.

Once the market sector, PE ratio and yield information is entered into the database, all market sectors can be analysed on yield or P/E ratio. Any sector may be individually analysed, ending with a graph of one share which could be the highest yielding share with the lowest P/E ratio in that sector, or any combination you require. The entire database can be analysed to produce lists of the ten best and worst performing shares on a current and predictive basis. This analysis is weighted but the weighting may be changed as required.

ProShare ST

MACHINE: ALL STs

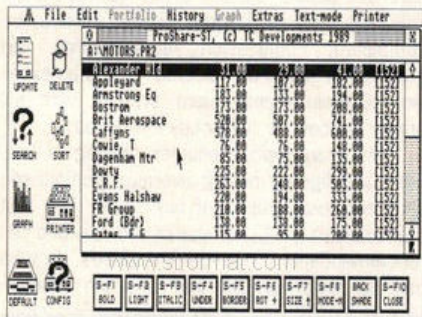
PRICE: £49.95

FROM: TC DEVELOPMENTS

CONTACT: 0937 61145

If you still think a stockbroker belt keeps up a fat cat's trousers and a Keynesianism is someone who lives in a boring town in Buckinghamshire, you'll find *ProShare* a sheer pleasure to use. It's so simple to operate and understand because it makes full use of GEM windows, menus, icons and keyboard input.

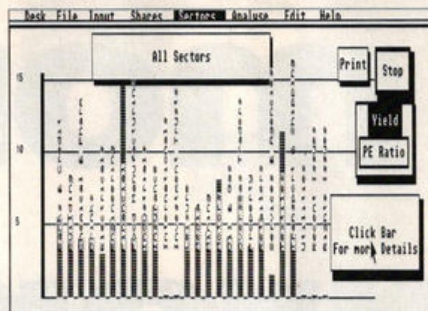
The main program has two separate databases to hold information: "History" is a record of companies and daily prices and "Portfolio" is a record of transactions. Included on the working disk are two sample database files which enable you to get to know the program and in case of problems an on-line help facility is always available from within the program.



■ ProShare's main screen with companies share price and high/low figures listed

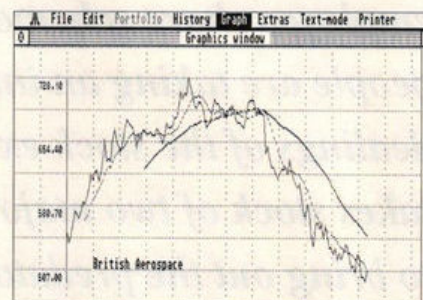
The Portfolio database holds up to 2,500 records on a 520 ST and 5,000 on a 1040 ST. It's similar to a card index with each card holding details of company name, purchase date, price paid, number purchased, debit, sale date, selling price and credit. The History database contains information on company name and day to day share price changes. The 520 ST can hold 365 daily prices of up to 50 companies (100 on a 1040 ST). This information, which may be entered by hand or downloaded from Teletext, is absolutely essential to all potential James Goldsmith clones.

A third disk and an extra chapter for the manual has just been released and contains a Teletext downloader compatible with the Teletext Adaptor (registered users of *ProShare* automatically receive it). The downloader updates share price information directly into the database, either through a download program



■ An all sectors bar chart gives a clear graphic comparison of data

to any History database or by use of editable script files and an application program from which all the History databases on disk can be updated in turn.



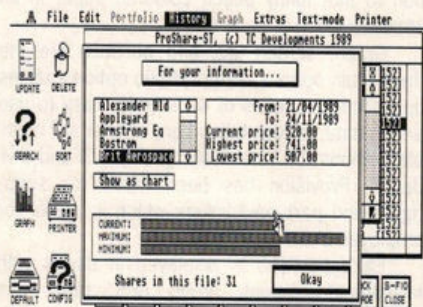
■ British Aerospace's moving average - with a high peak for Rover's return

The program displays on screen what it is doing and lists share prices to screen as it updates each database in turn. The printer is supported so that share price and price change information can be printed at the same time.

Both History and Portfolio files can be loaded and handled separately. For up to date valuations on shares held, both files are needed. Either file can be manipulated from menus, icons or keyboard to list, add, amend, delete and process data.

The Portfolio file uses a show information option to produce an up to date list of all transactions, including profit/loss on each completed deal, with current balance (profit/loss) on the entire portfolio and maximum profit/loss on any deal. An analyse share option shows the potential profit/loss on any unsold shares and other options include search and sort.

A graphic analysis option analyses share deals and immediately displays a graph on screen. Each chart can be switched to line graph, bar and pie chart. Items analysed include quantity, profit, credit, debit, price paid



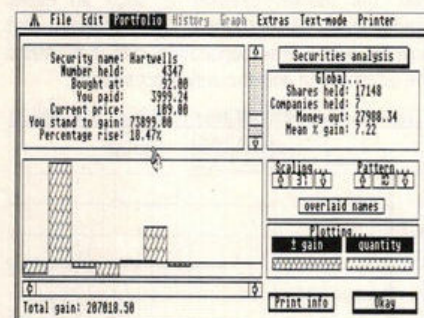
■ An information screen can be called up for more details on particular shares

As the database grows in size, the analytical features tend to slow down, but this delay may be eased by deleting old data from the historical end of the database by using a delete between dates option. It also reduces the file size and speeds up loading. The program has a tendency to do exactly what the market did on Black Monday after prolonged use, so it's a good idea to save data out first and switch off the computer before reloading.

If you're an active shareholder, or want to be, and want to monitor, analyse and increase your shareholdings, this program definitely does the business.

HIDDEN EXTRAS

ProShare ST comes on two disks with an excellent well-presented ringbound manual and also includes a cost-calculator for working out tax and commission, a normal calculator and a clock. Three extra programs are also included on the disk. These are an export program which converts and saves data files in ASCII .CSV and .SDI format for data transfer to other programs, a disk formatting program and a set clock program.



■ Analysing securities looks tricky but the figures are clearly presented

and sale price. The program allows the input of lines, boxes, circles, and text to graphic screens before saving to disk as a *Degas* files or dumped directly to printer.

ProShare is a versatile program which is fast, works well and achieves exactly what it sets out to do. **stf**

FORMAT RATINGS

PROSHARE ST/£49.95

TC Development/0937 61145

Features 81%

A host of text/graphic functions with extensive printer support. Good portfolio management and Teletext downloads that are always correct

Speed 84%

Once all data is in memory, text and graphic updates are fast

Ease of Use 92%

So well-designed that it's a cinch to use

Results 86%

Excellent results that should prove invaluable

FORMAT VALUE 91%

Superior package at a very low price

The Competition

Market Breaker (reviewed above) is the only real competition, but *ProShare* is a much better deal

SOFTMACHINE

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Please ring for prices/availability on any hardware/software/peripherals not listed. (Full price list on request)

Please make cheques/postal orders payable to SOFTMACHINE. All items subject to availability. All prices include V.A.T. & U.K. Delivery. All prices subject to change without notice. E.&O.E.

SOFTMACHINE

Dept. STF10, 36 Guernsey Road, Sunderland SR4 9RR. Telephone: 091-385 7426

In September 1989 ST Format featured on the cover disk, the full version of GFA Basic 2.0 Interpreter. It was the only way we believed that ST Format readers could determine for themselves which was the best programming language. Over 30,000 ST Format readers tried GFA Basic 2.0 and judging by the response over the past year, many agreed it was the best. Our congratulations to ST Format which has now grown, with its current circulation well over 50,000. This means that possibly over 20,000 ST Format readers missed out on our original offer. So for those that missed out first time, we would like to offer you the opportunity to try out the best.

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(Short manual included on disk)

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FORMAT sysop

The modern age of telecommunications has changed the rules about access to, and manipulation of, information. These days anyone with an Atari ST, a standard modem, a phone line and a few hours to spare can access data the world over. What's more you don't just have to log on to other people's computers, with the same equipment you can be the SYStem Operator of your very own ST bulletin board.

So just what is a bulletin board? In simple terms it's a data storage and retrieval program running on an ordinary computer which can be remotely accessed down the phone line by someone else with a modem. The program itself is similar to a notice board where information can be read and replied to and where people of similar interests can chat to each other. The people using the board, however, can be scattered all over the world and they can send and receive files, letters and notices.

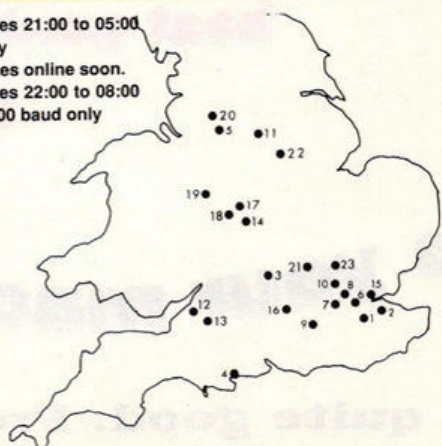
Bulletin boards are almost entirely run by enthusiasts; ordinary computer hobbyists who are interested in communications. More to the point, they don't charge you for accessing their information; they do it because they enjoy it.

If you log onto any of the bulletin boards in EuroNet (a network of boards mainly based in England) you can leave ST FORMAT a message. If you've got a problem or have some news or simply want to tell us what an excellent magazine we are then log on and leave us a message!

YOUR LOCAL BULLETIN BOARD

Bulletin Board	Number	Node	Baud
1. The Village, Bromley, Kent	(081) 464 2516	1002	2400
2. The Hotel BBS, Rochester, Kent	(0634) 831 389	1036	1200 +
3. My Little Phoney, Oxford,	(0865) 773 277	1004	2400
4. Lightfingers Place, Bournemouth	(0202) 485 723	1005	2400
5. STun - EuroNet HQ, Stockport	(061) 429 9803	1008	2400
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19. The Silver Link, Telford, Shrops	(0952) 677 002	1040	1200 #
20. Cobra Stretford, Manchester	(061) 864 3295	1041	2400 &
21. Internet, Aylesbury, Bucks	(0296) 395 935	1031	1200
22. Sorcerer's Dungeon, S'well, Notts	(0636) 815 705	1043	2400
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+ - Denotes 21:00 to 05:00 hours only
& - Denotes online soon.
- Denotes 22:00 to 08:00 hours, 1200 baud only



ST FORMAT goes on-line this month which means you can now communicate with us by simply dialling your local bulletin board; Andrew Hutchinson is our man with the modem and the messages

LOG ON TO ST FORMAT

Enter - EuroNet Headquarters, Node 2000, Tels Address 0758/123
Please press your Escape (ESC) key to enter the BBS.
Search... not on disk... opening the following...
[List of files and directories]
[User interface text]
1

[List of files and directories]
[User interface text]
2

Switching to ST Format Magazine Mailbox
[User interface text]
3

ST Format Message Commands
[List of commands and their descriptions]
[User interface text]

[User interface text]
[List of files and directories]
[User interface text]
A

[User interface text]
[List of files and directories]
[User interface text]
B

[User interface text]
[List of files and directories]
[User interface text]
C

■ EuroNet is a BBS network based in Britain. The boards in the network all carry a number of conferences and special interest groups on which you can leave a message and receive replies. The EuroNet co-ordinator is the sysop at the STUN bulletin board (1) in England. Thanks to STUN and the other boards we've been given our own conference (2). If you log onto any of the bulletin boards in EuroNet you can leave ST FORMAT a message (3)

■ Next month as part of our Complete ST Activity Guide, we'll be showing newcomers to comms how to access bulletin boards, what equipment you

■ The chaps and chapettes at Bath BBS (A) have also arranged a nice tie-up for us. If you want to send us a file, then these are the people to do it through, because Bath BBS is the only multi-line board in the country. This means that you can talk to another user in real-time. By entering the ST FORMAT special interest group you can upload a file to us, or download one if you like (B). There is also an ST FORMAT message area for you to leave us a message when you're uploading a file (C). So send us news, gossip, and thoughts on your favourite magazine!

need to do this and where to find the best software deals in the wonderful world of comms. Stay tuned and keep sending us those messages!

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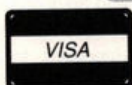
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program in C #9

You're hooked on C and want to invest in a shiny new compiler, but which one do you go for? In the final C tutorial Warwick Grigg rounds up the best that money can buy

Lattice C version 5

MACHINE: ALL STs (1MByte recommended)

PRICE: £149

FROM: HISOFT

CONTACT: 0525 718181

Don't confuse Lattice C version 5 with earlier versions because it's a totally new and significantly better package (see STF 14). Of all the compilers tested this is undoubtedly the most sophisticated, but the question is whether it's worth the extra cost? The package comes on seven double-sided disks and in theory works on a 520 ST, but in practice you can't compile your program directly from the editor menu.

The program includes the RCS resource editor and although there's no MAKE program, there is a MAKE option, so that the compiler only compiles those files that have been

amended since the last compilation. There's no source code debugger, but MONST2 is provided with a feature enabling you to see the source code during debugging.

Installation is easy and documentation is comprehensive and excellent (three huge volumes with more than 1,000 pages in total). The BIOS, XBIOS, GEMDOS, GDOS, VDI, and AES calls are documented, as are UNIX, ANSI and POSIX run time library functions. However this package is clearly not meant for newcomers to C: there is no C tutorial or C language reference manual.

The performance differences between compilers are quite small, but the global optimiser and the comprehensive compile options give this program the edge if every microsecond is critical to your application.

Verdict: very good and very expensive. Really only lacking a source code level debugger.

Mark Williams C

MACHINE: ALL STs

PRICE: £129

FROM: ELECTRIC DISTRIBUTION

CONTACT: 0480 496600

UNIX lovers should like Mark Williams C. The package shuns the GEM menu and windows approach for an environment based around a UNIX-style shell and the Micro EMACS editor. A resource editor and GEM bindings are included so you can still create GEM applications.

The programming tools are excellent and the RAM disk utility is the best available. Unfortunately a source level debugger is not included, but is available at extra cost.

The documentation consists of an 800 page paperback book with plenty of useful examples, so if you prefer a command line interface to GEM for programming, Mark Williams C won't disappoint you.

Verdict: good choice for UNIX shell lovers.

Prospero C

MACHINE: ALL STs

PRICE: £99.95

FROM: PROSPERO SOFTWARE

CONTACT: 081 741 8531

Like Lattice C5, Prospero C has a GEM style editor with compilation functions via the menu, making the package a joy to use. The documentation is excellent in four spiral bound volumes approaching 1,000 pages.

The biggest surprise is the small amount of code – only three single-sided disks. Most of the essential features are there, but the assembler, resource editor, command line shell, and MAKE utility have been bundled into a separate package, *The Prospero Developers Toolkit*, costing an extra £69.

The source code debugger isn't GEM based, but this is partly because of its sophistication. Newcomers need to spend quite a bit of time learning how to use the features, but not nearly as long as they would need to learn the rudiments of assembly language.

Verdict: good choice for newcomers to compiled languages.

HiSoft C Interpreter

MACHINE: ALL STs

PRICE: £49.95

FROM: HISOFT

CONTACT: 0525 718181

HiSoft C is an excellent beginner's package. There's a 350 page spiral-bound manual, on-line help, and all the advantages of an interpreter: tracing, examination of variable content and no edit-compile loops. There are plenty of example programs and practical exercises with solutions to help you gain confidence.

HiSoft have also included C functions to simplify creation of menus. The source code of these functions is included so that when you upgrade to a compiler you can carry on using the same functions.

If you're tempted by this package bear in mind that if you really take to the language you'll need to upgrade to a compiler later. Compared to compiled C interpreted C is as

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Sozobon C

PRICE: £2.50

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Documentation is on disk, but GEM documentation and learning material is not included. The package does everything it has to do well, although not quite as well as the brand leaders.

Sozobon C is the only C compiler available with the source code, making it the perfect choice for dedicated hobbyists and computer science students.

Verdict: excellent value for money, if you don't mind the extra time involved or if you aren't sure whether C is for you.

There's an excellent range of C compilers available with distinct advantages for different kinds of users. In general terms *HiSoft C* is the natural choice for beginners, *Prospero C* is for programmers graduating to compiled languages, *Lattice C5* is for serious programmers, *Mark Williams C* is for UNIX fans and *Sozobon C* is for dedicated hobbyists. Make up your mind what's best for you, and start compiling! **stf**

	Lattice	Mark Williams	Prospero	HiSoft	Sozobon
Version	5	3	1	1	1
Price	£149	£129	£99.95	£49.95	£2.50
Minimum realistic system	1040ST 1Mb drive	520ST 1Mb drive	520ST 1Mb drive	520ST 1Mb drive	520ST 1Mb drive
Type	Compiler	Compiler	Compiler	Interpreter	Compiler
Hotline support	Included	Extra	Included	Included	No
Compile speed	★★★★★	★★★★	★★	N/A	★★★
Execution speed	★★★★	★★★★	★★★★	★	★★★★
Executable size	★★★★★	★★★★★	★★★★	N/A	★★★★★
Style	GEM	Command line	GEM	GEM	Command line
Compatibility	★★★★★	★★★★★	★★★★	★★	★★★★
On-line help		★		★★★	
Documentation	★★★★★	★★★★★	★★★★★	★★★	★
Learner appeal	★★★★	★★★	★★★★	★★★★★	★★
Debugger	Object	Object	Source	Source	None
Shell	MSDOS	UNIX	None	None	GULAM
Assembler	Yes	Yes	None	None	Yes
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and most importantly it includes all the cables required to get the system working and easy instructions on getting started. Package value: £547 rrp. **Package Price: £469 rrp.**

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TO AID THE ST MUSICIAN TO UNDERSTAND
AND WORK WITH MIDI.
TO AIM TOWARD NEW HORIZONS FOR MIDI MUSICIANS
Educational by design. Covering every aspect of the MIDI and MUSIC data available for the ST computer. Each issue has files with Synth Editors, New Voices, News, Reviews, MIDI & MUSIC tutorials, **Complete WORKING SEQUENCERS**. (1&7). Along with these extensive files each issue includes **MFS SEQUENCES**. You become the **ARRANGER/PRODUCER** of the music. E.g. Eroica Passage (Issue 5). **ALGORITHMIC MUSIC GENERATORS** - MIDI Demos, MIDI Software written in Basic. Series starting from scratch WITH EXAMPLE MIDI PROGRAMS in ST, FAST, GFA, POWER, HISOFT and STOS Basics also **TEACHING MIDI in 68000 Assembler**. (Issue 5) **ISSUE 7 NEW 16-TRAK SEQUENCER** which supports MIDI THRU and EDITING, a **KAWAI K1 Editor** with new voice banks and **KORG M1 DEFAULT VOICES**. **ISSUE 8** now has full working K1 Editor, 50 New Korg M1 Voices, and 32 New Kawai K1 Voices. **ISSUE 9** has **NEW ROLAND D10 EDITOR** with all functions enabled and Voice Databank software. Also 2 Banks of 64 Voices for the **ROLAND D5**. **ISSUE 10** has a **KAWAI K4 EDITOR** Demo and Samples for Replay 4 with editing software. New **MIDI DATABASE DISK RELEASE** - Our P/D MIDI listing has been updated. - Send just £2 for our latest list plus Matrix extracts on disk. **NEW 500 VOICES FOR KORG M1 £30**.



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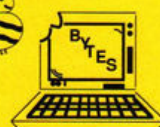
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fun school 3

It may sound like the name of a third-rate pop band, but it's got the best pedigree in the business. Fun School 2 was the biggest selling educational package ever released: David Jones welcomes the sequel

Fun school 3

AGE RANGE: UNDER 5, 5-7, 7+

MACHINE: ALL COLOUR STs

PRICE: £19.95 PER PACKAGE

FROM: DATABASE EDUCATIONAL SOFTWARE

CONTACT: 0625 859333

Fun School 3 is a suite of three educational packages containing 18 high quality programs that attempt to fulfill the demands of the new National Curriculum. Produced by Database Educational Software, the manufacturers of the highly successful Fun School 2, it caters for three new age ranges: under fives, five to seven and over sevens.

Each package consists of two single-sided disks, a comprehensive manual and a badge. Each manual contains full introductory notes, instructions for children (designed to be read to younger ones) and well-written, highly detailed parent/teacher notes.

under fives



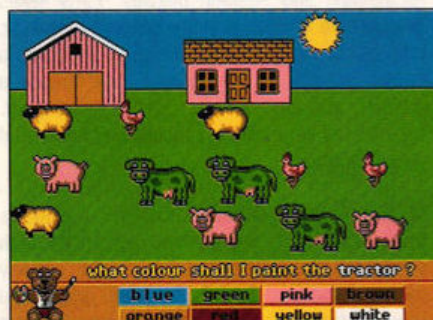
■ **Actions:** Teddy does whatever you tell him to – if only children did the same!



■ **The cheerful pictorial menu for the under fives. You'll have to drag your kids away!**



■ **Counting:** cute 'n' cuddly bears at a picnic – just waiting to be accounted for

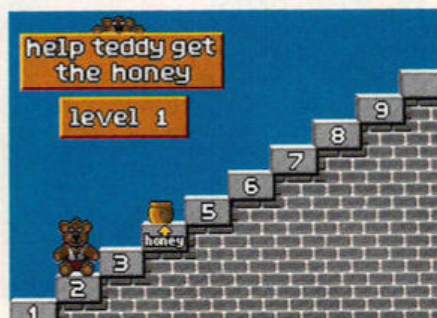


■ **Farm:** be inventive colouring the animals – orange sheep look beautiful

■ **Actions:** four-level visual treat aimed at increasing awareness of verbs with the ubiquitous Teddy from Fun School 2 responding to commands selected from a list at the bottom of the screen. If the child selects "listen," Teddy dons his Walkman and taps his feet in response to the music. At the bottom of the screen the message then appears "Teddy is listening." Level four reverses the routine and the child selects the verb to describe Ted's current action. Correct answers are rewarded by an aeroplane flying across the screen.

■ **Counting:** seductive three-level program combining counting practice with cute scenarios to encourage small children with their one, two, threes. Set at a teddy bear's picnic, children are invited to respond to questions such as "How many flowers?"

■ **Farm:** simple farmyard-based colouring and reading program. Presented with a simple outline scene of a farm, children select colours for the grass, sky, barn and so on. Asked how many sheep, pigs and other animals they want



■ **Counting:** the more answers you get right the closer Teddy gets to his supper



■ **Letters:** Fun School goes to the fairground. Match the letters for a prize

in the picture, they colour these in and choose the colour of the tractor which then chugs across the screen.

■ **Gallery:** four-level word recognition game that involves selecting a word and moving it under the appropriate picture in a gallery. One word, one picture in level one, two of each in level two and so on.

■ **Letters:** cheerful, reward-orientated, letter recognition program based around a fun fair scenario. Children match letters to those in a bold alphabetic listing. The lowest level involves matching lower case letters to lower case letters, but higher levels involve mixtures of upper and lower case, so that children recognise, for example, that "A" and "a" represent the same letter.

■ **Matching:** strange, insubstantial, shape recognition program involving selecting pairs of identical objects (such as red squares or yellow triangles) from a group of either six, 12 or 18 objects. Correct answers are rewarded by

Teddy climbing a tree and knocking a penny off a branch into a piggy bank, thus confirming every child's notion that money actually does grow on trees!

FUN SCHOOL 3: UNDER 5s

GRAPHICS	9
SOUND	8
VALUE FOR MONEY	9
LONG TERM INTEREST	8
EDUCATIONAL VALUE	9
OVERALL	91%

five to seven



■ **Clock:** put your little hand on the space bar and your big hand on the return key

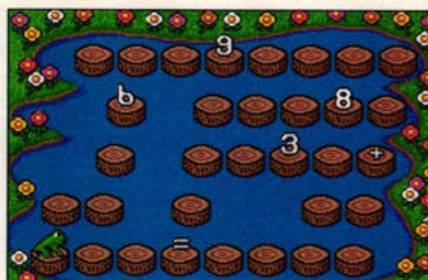
■ **Clock:** graphically excellent three-level time-telling tutor that really belongs in the under fives age range. Anyone unable to tell the time at age seven is going to have serious problems getting to school at all! Simply involves using the space bar and return key to select the time shown on a clock face. At the lowest level times are confined to whole hours only, level two uses whole and half hours and level three whole, half and quarter hours. A hilarious finale involving Frog (Teddy's replacement for this age range) and a suspended bell has children demanding to play again and again!



■ **Electric:** turn your six year old into an electrical wizard. Re-wire the nursery now!



■ **Electric:** choose your weapons and construct an electrical circuit



■ **Collect:** construct a sum. In this case $6+3=9$ and 8 is the redundant number

■ **Journey:** bizarre four-level directional tester guaranteed to ensure your child always finds his or her way home. Responding to instructions such as "Go to The Post Office" children guide Frog between buildings by supplying him with instructions such as "Go Forward," and "Turn Right."

■ **Collect:** novel jigsaw-like maths puzzle set in a pond where the star of the show jumps between logs and arranges the available numbers into a sum. The sums on level 1 (addition) and level 2 (subtraction) are fairly easy but the sums get more difficult as redundant numbers creep into the pond.

■ **Toy Shop:** simple, triple-decker addition program aimed at encouraging confidence dealing with money. Shelves of price-tagged toys form the basis of simple number recognition and addition puzzles. Early levels only involve choosing a toy costing a specific amount, but in later levels children are given a certain amount of money and have to buy a number of toys which total this amount. Guaranteed to make responsible shoppers of your children.

■ **Electricity:** brilliant four-level beginner's guide to circuit boards and electricity with components represented by large, clearly defined squares. Circuits become larger and more complex at each level and generally have mistakes in the circuit that need to be corrected. This might involve replacing an insulator (glass, for example) with a conductor (such as copper), replacing an open switch with a closed one or completing the circuit in an alternative way. Controlled via the mouse which has rather splendidly become a large screwdriver. Perfect for parents with an intense fear of changing plugs.

■ **Funtext:** adaptable teletext filing system simulation, worth the price of the whole package on its own. Teletext is an important



■ **Journey:** guide Frog to his destination. Guaranteed to give kids a direction in life

part of the National Curriculum in Information Technology, but until now only a few very poor teletext simulators have been available for educational purposes – none of them on the ST.

Funtext simply involves loading a file and using menus and pointers to explore it for the information required. Files come with a range of questions and a text editor enabling children to produce or edit them. Topics include weather, animals, dinosaurs and transport. More files should be available later this year.

FUN SCHOOL 3: 5 - 7s

GRAPHICS	9
SOUND	7
VALUE FOR MONEY	9
LONG TERM INTEREST	9
EDUCATIONAL VALUE	9
OVERALL	94%

over sevens



■ **Planetary Maths:** stop the sum from being sucked into the force field – quick!

■ **Database:** crucial program that involves examining, adding to and altering a 12 file database. Teaching younger children about databases has been a nightmare until now. Teachers have had to select a professional package and carefully choose which parts of it to discuss: The National Curriculum (for IT and mathematics) insists that children are able to use a database to carry out simple jobs from an early age. This excellent program comes with a dozen sample files covering multiplication tables, factors, European geography and important historical dates.

■ **Robot Draw:** easy to use, LOGO-like introduction to programming backed up by comprehensive documentation and utilised as an art package. LOGO is a language which uses commands as instructions; each command forms a single line of programming. A set of



■ The menu for over seven year olds – just click on your choice and away you go!



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87%



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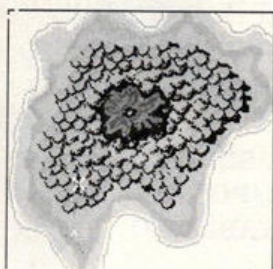


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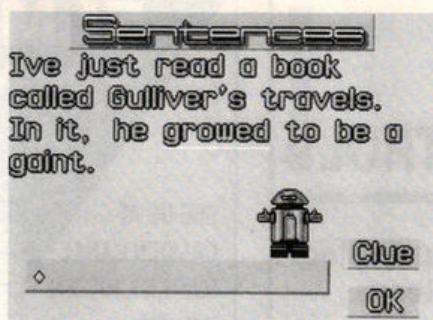


these commands moves the screen pointer around the screen and if the pen attached to the pointer is down, a drawing is made. Commands take the form of simple instructions and a sequence of commands can be saved as either a program or as a macro. Macros can be called up and used in the same way as sub-routines in other languages and can even be nested within other macros leading to the production of potentially complex sequences. Comes with an editor enabling budding programmers to step through their programs and see the effect of each line and type in alterations if required.

■ **Planetary Maths:** five-level mathematics program based around sci-fi disaster scenario, covering addition, subtraction, multiplication and division. Involves solving mathematical problems before they crash into a fictional force field. Levels increase the difficulty factor



■ **Treasure Search:** guide your host R2D2 around the island and find the treasure



■ **Sentence:** spot those awful grammatical blunders and reconstruct the sentence

and the force field can be set at four different positions effectively controlling the speed at which questions must be answered. Save those sums from a disastrous end!

■ **Wordsearch:** fun magazine-type spelling program consisting of a grid of letters containing hidden words. Includes 25 word lists (each containing ten words) with 15 of the lists covering some of the most commonly misspelt words. Use the mouse to click on the first and last letters of each hidden word. An editor enables parents/teachers to produce their own word lists. An additional data disk should be available later this year.

■ **Sentences:** basic four-level grammatical tester covering spelling, punctuation and use of capital letters. Presented with an incorrect sentence, children click on the error and type in

what should be there. If they can't see an error, there's a useful "help" facility which underlines the offending error. Each level contains 25 sentences with up to five errors each. One or more of the errors are shown at random, so each time a sentence reappears it contains a different combination of errors. An additional data disk should be available later this year.

■ **Treasure Search:** three-level coordinates game guaranteed to give your children perfect honing instincts. Presented with a map of an island, a school playground or a classroom, children follow a precise set of on-screen instructions. Using the mouse they move a specific distance in the stated direction with directions progressing from the four main points of the compass (N, S, E and W) to eight points (NE, SW etc) on level two and degrees on level three. **stf**

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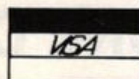
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feedback

Editor Steve Carey replies to more comments, criticisms, bile and diatribe

A killer and his mum

Thanks for publishing my program *Super Virus Killer* on Cover Disk, STF 8: I've been inundated with letters and disks. Most disks contained bootsectors, and most letters complained that my program didn't work on the STE. I hope the new version I sent back was a worthwhile update! I still have a few disks left, but the accompanying letters were, I fear, thrown in the bin by my mum on one of her clearing-up binges. If you've had no reply after sending me a disk, please write again.

There won't be any PD updates to *Super Virus Killer*, because I'm releasing it commercially through Floppystore ST (☎ 0224 312756).

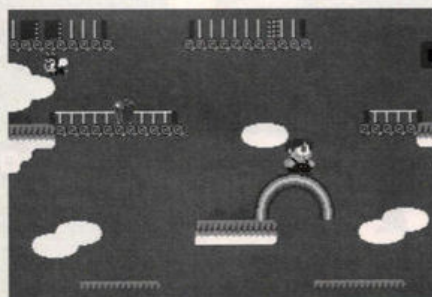
May I ask you, mail order firms and the PD libraries who advertise in *ST FORMAT* to help in my bootsector quest. If you use my program on disks in your company or PD library, send any bootsectors to me at the following address:

Mike Mee
Broadword Computers
141 High Street,
Rhyl, Clwyd LL18 1UF.

stf I don't know, the mums of today, always cleaning and tidying up, without even bothering to ask your permission. It's a hard life for some.

Down under chunder

I'm sick of all this crap I keep hearing about software prices being too high. Just to let you cheapskate scum in England know how life is in Australia, this is how much we have to pay for things over here:



■ *Rainbow Islands* (£27.50): somewhere over the equator game prices are sky high

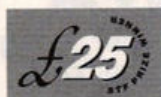
ST FORMAT	£8
1040 STE	£500
Future Wars	£32
Rainbow Islands	£27.50
Stunt Car Racer	£32.50

Putting it bluntly, you guys and gals are getting most things a lot cheaper than we are.

Zsolt Malota
NSW, Australia

stf Blimey, £8 for *ST FORMAT*. Even we might think twice at that price!

Warwick hassle



Having eagerly purchased the super-special, produced-for-the-use-of-*ST FORMAT*-readers-at-the-enormous-personal-expense-of-Warwick-Grigg-Esq edition of *Sozobon C*, I regret to announce that I am just a little disappointed.

After an enormous amount of hassle trying to set up the Gulam shell with the correct gulam.g file and so on, I very nearly sent you an angry letter right then. But no, I persevered, encouraged by the number of letters printed from people having the same problem.

I soon realised that the tutorial in the magazine was completely useless. Mr Grigg seems to have aimed the whole thing at Marvin Minski. For example, by "Program in C #2" we were expected to fully understand various accesses made to GEM, BIOS and XBIOS. The explanation accompanying the program was miserably lacking. And – get this – by #3 Warwick "68000 Demon" Grigg was thinly illustrating the source code for a pinball simulation! Who on earth can be expected to write, or even want to write, pinball simulations at this stage of learning C?

So, having learnt absolutely nothing of the C language at all, I decided to invest in one of the many C books available. I chose *Teach Yourself C* by Herbert Schildt (McGraw Hill). What a relief! This book is fantastic! Beautifully explained, questions with answers at the back... One problem: the book concerns ANSI Standard C: *Sozobon* is not ANSI Standard.

I have now almost completed the book but I cannot try anything on my ST because nothing Mr Schildt says works on the *Sozobon C* program! For example, I cannot find the correct

From one extreme...



The Hanged Man: supposedly indicates submission to duty, putting others first and relying on others to resolve difficult situations

As a Christian I write to express concern at two articles in *STF* 12 concerning astrology and tarot programming. I cannot agree with your correspondent that these are "good fun." Dabbling in these subjects is not without its dangers and the Bible specifically warns against it. I may be naive, but I understood the purpose of your magazine was to promote the use of computers, not the occult.

I'll confine my copy of this particular issue of *ST FORMAT* to the bin, but I'd be interested to know whether you intend pursuing similar articles in future. If so, I will not be purchasing further copies.

Stephen Lee
High Green
Sheffield

To the other

Referring to your review in *STF* 13 of *Khalaan*, by Rainbow Arts: as a Muslim ST owner I was greatly offended by the use of names of the five Orthodox califs, as follows: Abu, Bakr, Umar, Utman and Ali. The similarity between the names (especially the later ones) is quite uncanny.

I would like you to tell Rainbow Arts about this similarity. Also if there are any other Muslim ST owners I would like to hear from them. Please write to the address below.

One final thing, you might think that I sound like a fundamentalist, but let me tell you that a religion cannot survive without fundamentals.

Shappir Alim
4 Lyttleton Road
London N8 0QB



■ *Khalaan*: greatly offensive to some Muslim ST owners

stf While we have no intention of offending anyone, we can honestly say it never crossed our minds that either of the two articles discussed above would cause resentment. And we'd like to take this opportunity to apologise to any atheists, humanists or freethinkers who may have been offended by these two letters.

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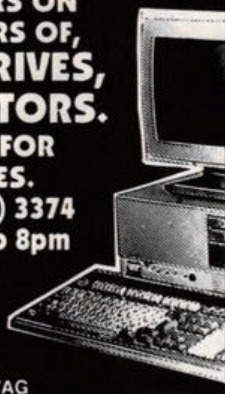
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➤ syntax even for using floating point numbers with printf() and scanf(). There are hundreds of other irritating problems which are not helped at all by the impossible manual.

I hope you print this letter because it amounts to a warning to would-be buyers of Sozobon C, though I expect some excuse for not printing it – therefore you avoid losing money. I am sure the hype that preceded the start of the Sozobon offer is guilty of infringing some part of the Trades Descriptions Act (quote: "Excellent educational material, by the way, for A level and degree course Computer Science.") I would be very happy though if you could recommend a good ANSI standard commercial C compiler for the ST.

David Vincent
Edinburgh

stf Sorry you've been disappointed David. It's not easy getting the pace of such tutorials right, and it's possible that Warwick went too fast for some people. As for a good ANSI standard commercial C compiler, see Warwick Grigg's round-up of C compilers on page 138. Lattice, Mark Williams, and Prospero are all ANSI standard compilers – and we'll chuck in the £25 letter of the month as a down payment.

By the way, anyone for a Basic programming series for beginners? We'll be guided by whether we get more letters for or against the idea.

ST, the fun computer...

Two months ago I was a musician. I worked in a music shop, played bass guitar for four years, then moved onto synths. Then I thought "What about one of these wonderful Ataris to make music on?" Unfortunately, though, my 520STE came with a games package – and two months on I haven't played any music whatsoever, just played games!

My moral: why prat about being constructive when you can have so much fun? Sell everything that's not nailed down and buy games! To anyone else who may feel guilty like I did about just using it for games – don't! Load that game, pick up that joystick and thank games writers for pure unadulterated enjoyment!

Mr N Hawkins
Tonbridge, Kent

stf Absolutely. There's no reason why anyone should ever feel at all guilty about "just" playing games on the ST. But, at the same time, isn't it nice to know that the computer you use can do other stuff as well, should you ever tire of shoot-'em-ups and so on? Meanwhile (Die sucka!) back to the (Ha! Missed!) magazine.

... or not, as the case may be

The letter by G Shields in STF 14 is making a good point, though somewhat irrationally. The character of ST FORMAT is changing, almost imperceptibly slowly, towards it becoming mainly a games magazine, leaving less reading matter for those interested in the many and varied uses of the ST, of which games and programming are only two.

It is an indisputable fact that if you look back 12 months to STF 2, less than a third of the editorial content concerned games, whereas the fraction to which you yourself ➤

STRAIGHT TO THE POINT

A new section of Feedback for those short, sharp letters that make a single point and make it well

■ I think piracy is one of the worst crimes possible. Obviously, it's not as drastic as murder, but it's still pretty bad because some poor git sits for hours making a game and then his profits are just stolen from him. You should be as drastic as to bring back corporal punishment to stop it.

John Rhodes, Guiseley, Leeds.

Fine. We'll get on to it right away.

■ You should be able to back-up games so you always have a working copy. Game writers should make games that can be backed-up. *Pipe Mania* and *Zak McKracken* can be backed-up, but the list could be longer.

J Tann, Newport, Essex

Absolutely. But what about piracy?

■ In your review of *F29 Retaliator* (STF 13), one caption made no sense whatsoever in the context used: the term "Angels" actually means altitude in thousands of feet. The correct term is "Bogey."

Ivan Finegan, Newbridge, Co. Kildare.

Oops. Neil "Tinlegs" Jackson has had a slap on the wrist.



■ Neil Jackson last seen at a high altitude musing over angelic bogeys

■ Kurt Frary (STF 13) states that he wrote to 23 public domain libraries at addresses obtained from ST FORMAT. He further states that only six of the 23 replied to his enquiry. We, LAPD, haven't had an enquiry from Mr Frary, for if we had he would have received by return post a catalogue or a disk dependent on what was requested – even if a stamped addressed envelope was not sent (though we do request one, as you so rightly say we are on a tight budget). We're trying to offer a good service with disks currently at only £1.50 each, S/S or D/S. This leaves little room for recovering our initial cost, but as long as we provide the sort of service we ourselves would expect then we'll be very happy.

Leigh Caldwell, LAPD, Derbyshire.

Admirable, and a philosophy worth imitating.

■ I feel I should reply to Kurt Frary's prize-winning letter (STF 13). Kurt says he wrote to 23 clubs (addresses courtesy of STF's PD column), so presumably he wrote to Paradise Computers PDL, a library I help run: yet we have no record of a request from Kurt.

By the way, thanks for the reference in your reply to Stamped Addressed Envelopes with all requests for catalogues and orders to PD libraries.

Ian Slater, Paradise Computers, Brighton
Quite. The whole idea of public domain software is not to make profits, so please help keep costs down by sending an SAE every time you write to one.

■ In the excitement of playing with my new 1040STE I left my disks in a hot room in the full glare of the sun for several days. Now

several of the disks are unreadable. Is there any way of recovering the files that were on the disks? Is there a recommended maximum storage temperature for 3.5" disks?

John Astley, Exeter.

There's no way of getting back your files, I'm afraid. Maximum temperature? Just keep them out of sunlight (but you know that already!).

■ I am writing to find out why C-Series is one month on Side A and the next on Side B (stupid when you think about it really). What a waste of time for a single-sided drive owner to start it off and then go out and buy your mag, only to find it on Side B the next month.

D R Hughes, Liverpool.

We've said all along that it's not really feasible to use Sozobon C on a single-sided drive ST. The reason it's sometimes on side B, by the way, is to squeeze it in where it uses up least space, leaving more room for other programs.

■ Include in your reviews whether the software is STE compatible or not: it would save us time asking software companies.

Mark Potter, Werrington, Peterborough

By now no new games should be ignoring the STE. Let us know if you find any.

■ I'm concerned that your review of our game, *Everton FC Intelligensia* (STF 14), was placed next to an item which only gained 19%. In addition I would ask you why a screenshot from that game was featured in our review. I also believe that the headline "Funny old games that aren't at all funny" is a contradiction to the scored mark of 57%.

Adrian G Mason,

Amfas Computer Software, Clywd

1) Sorry about the headline, which was perhaps a little misleading.

2) Surely your game benefits from being placed near ones with worse scores, rather than next to ones that make it look poor value.

3) It wasn't "in" your review, and anyone who read either would know that the screenshot was nothing to do with your game.

■ My friend and I are considering setting up a homebased PD library, but unfortunately we are not entirely sure what is involved in this regarding licences, laws and advertising.

Neil Dreame, Hatfield, Herts.

Look out for a feature on the subject in November's issue (available on 11th October).

■ You said several issues ago that there was going to be a listings page for programmers. Where is it?

James Beswick, Biggin Hill, Kent.

We're awaiting contributions. Send 'em in!

■ I completed *Xenon II* within four days.

Turbo Tim, South Bretton, Cambs.

Nice one, but not everyone's as brilliant or as modest as you.

■ You don't review enough budget games.

Anon, Catshill, Worcs.

There are far more games released each month than we can cover. Games that are cheap are usually so because they're not good enough to sell full price. But we'll try to do better in future.

Easy drivin'?

Driving games are fantastic – apart from the digital key/joystick control of manoeuvres! This is how we'd resolve the problem using both mouse port and joystick port, and create the ultimate driving simulation.

HAND CONTROLS (top part)

Analog steering wheel	Mouse left right
Change up gear	Right mouse button
	Left mouse button
Change down gear	Joystick button
Extra button for horn, fire or oil slick?	

FOOT CONTROLS (bottom part)

Analog accelerator	Mouse back/forward
5 Step brake	Joystick up, up/right, right, down/right, down
3 Step clutch	Joystick down/left, left, up/left

Up and down gear buttons could be on the steering wheel, similar to the arcade game *Monaco GP*. Given this control, and the quality of racing games like *Revs*, *Stunt Car* or *Indianapolis 500*, home driving games would never be the same.

Martz "I thought of the idea" Pointer
Mike "But I re-worked it (a lot)" Dawkins
 Southwick, Sussex

stf We've passed your suggestion on to Electronic Arts, but don't you think it's all a bit complicated?

admit was half of the last issue.

Is there any wonder that parents, confronted by a computer room full of STs at my school, make the comment: "I thought these were only for playing games."

As a regular reader, I used to like the balance of *ST FORMAT*, so I hope time will prove the opinion expressed above to be incorrect.

Philip Byford
 Hemel Hempstead, Herts

stf I dunno Phil, 50-50 seems a neat balance to strike to me. But rest assured that we'll never become "just" a games magazine, just as we've never been, and never will be, "just" a serious one. Our success is founded on the fact that we attempt to cover all the many and varied uses of the ST.

And so farewell

I've just cancelled my regular order for *ST FORMAT*, because I'm fed up with having to purchase a disk I don't want, and which most of the time is filled with things of little value to me.

The highlight of the month was reading my *ST FORMAT* – now there are no suitable magazines for STers like myself. You had it right when those people who wanted the disk could buy it separately, now we are forced to put up with the extra cost or in my case to stop buying the magazine.

I have purchased *ST FORMAT* from the old *ST/AMIGA FORMAT* days and I can no longer afford something I do not want. Whatever happened to freedom of choice? You have bent over backwards to the minority, and I think

many of your readers feel the same way. Why don't you reconsider returning to the splendid magazine only?

D West
 Eaton Socon, Cambs

stf 1) *ST FORMAT* has never, ever offered the Cover Disk as an optional extra, not even in the *ST/AMIGA FORMAT* days, because it's not an add-on: it's an integral part of the magazine.

2) This is the first letter I've ever received suggesting that the Cover Disk is a waste of time and money.

3) The Cover Disk is consistently voted the most popular part of the magazine in every questionnaire and reader survey we do.

4) If magazines without Cover Disks are such a good idea, why do they sell so badly?

5) And if Cover Disks are such a bad idea, why does *ST FORMAT* sell so well (50,000 and rising rapidly)?

6) You are exercising freedom of choice, which you deny exists, by cancelling your order.

7) Without the disk *ST FORMAT* would cost £1.95 (at least). Buying a single blank disk would cost you, what, a good 50p (less only if you buy bulk). Isn't it worth 50p to try out lots of games, PD utilities, reader contributions, playable demos and so on?

■ *ST FORMAT* welcomes letters on any ST-related subject. Remember, short, incisive letters about a single subject are far more likely to be printed. Send your mail to **FEEDBACK: ST FORMAT**, 30 Monmouth St, Bath BA1 2BW. **stf**

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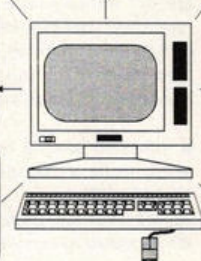
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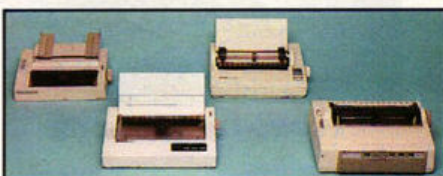
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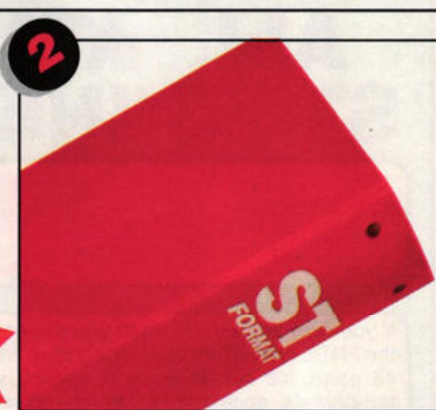
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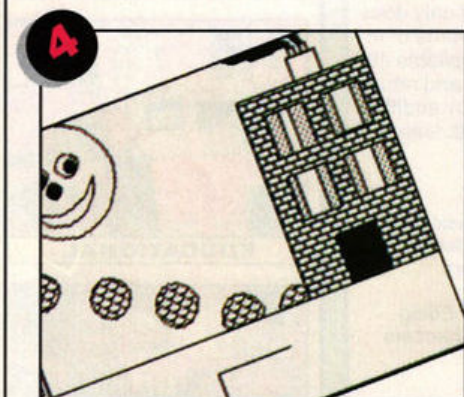


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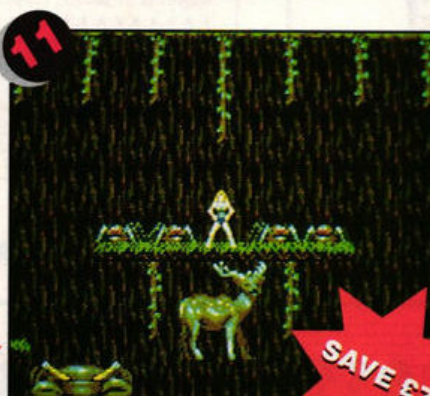


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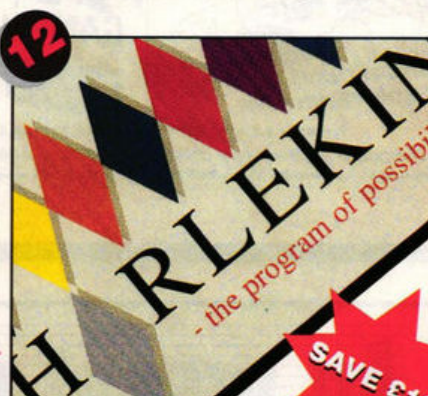
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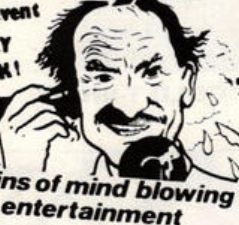
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An urgent message from Network To all dedicated ST users

All readers of this excellent magazine, and other responsible computer publications, will have read excellent, objective, well-researched reports covering Network's activities. The highest-profile product we handle is Proxima, the dtp package. We also do Calamus, and have been generally praised (again objectively) for the way we have marketed this product at something approaching its world price, as opposed to the 400% mark-up to which UK potential users have been subjected. Our main business for forty years has been publishing and printing...newspapers, books and mags. In that environment, one comes to expect certain standards to be applied. And since one is operating always fully in the public glare, those standards have to be high.

Unfortunately, these standards are not something we have come to expect from certain areas of computer-reporting, and especially where the ST is concerned. And that is a great pity, if for no other reason than that ALL Atari users are imbued with an unnatural loyalty to the product (they have to be, with all that goes wrong!). All the more reason for the Atari-specific magazines to be mindful of the continuing duty they owe their readers to convey the truth ABOVE ALL ELSE. Even if it might upset advertisers!

Last week Network was libelled by one such magazine, whose editor and director were given a mass of hard evidence and the offer of even more, to counter a story which had originally been planted on them by a person given to somewhat strange behaviour, who saw himself as a beleaguered rival of Network's, but to whom we gave never more than a passing thought. The magazine did not take up our offers of more information and completely ignored the mass of information sent to them. The editor even did a complete about-turn in 'fact' between a fax he sent us and what he eventually published! We can deal with that magazine---in time; but we need to put the record straight now. We have. It's all in a FREE booklet. Just send a first class stamped, addressed foolscap (or larger) envelope to Network. It is an incredible tale of shenanigans, fake messages, international furor. RATTENBOROUGH please note: film rights are available. Meanwhile, PROXIMA will continue to be sold all over Europe (thanks to magnificent help from ST Format and others) and will continue to be the best dtp for the ST. However, for those who still want Calamus. we will be selling it (the current world version) for UNDER £200 inc VAT from Oct.

Network News Services 185 Dock-rd., Tilbury, Essex RM 18 7BT 0375:859103

twilight zone

Welcome to the truly awful re-vamped back page. You'll find it stuffed full of hype, rumour, libellous gossip and oddities that just wouldn't fit anywhere else. Not complete wibble – we had to leave some out

The ozone slayer

Readers out of their teens may remember that ridiculous fad a few years ago for "ozone generators," designed to have the bracing effect on users of a stroll by the seaside. That peculiar oceanic whiff is, in fact, produced by rotting seaweed, which gives off O₃, an unstable form of oxygen in which the molecules contain three rather than two atoms. It's also generated as a side-effect of thunderstorms, and believe it or not the French use it in their swimming pools as we use chlorine. (There, that's half-a-dozen useless facts about ozone thrown in for free!)

But, surprise surprise, ozone isn't the healthy, cleansing gas those ads claimed. Indeed, while the earth's atmosphere may find it useful for blocking out nasty ultraviolet rays from the sun, at levels as low as 50 parts per million for a period of just 30 minutes it can actually be lethal!

Thanks then to **Ray Cox** of Wrexham who sent in a cutting from the *New Scientist* which points out that laser printers, relying as they do on high voltages to make the toner adhere briefly to the print drum, give off ozone as a side effect.

Of course, these machines have filters of activated carbon to break down the ozone, but what you may not know is that over time their performance deteriorates...

The Health and Safety Executive is understood to be taking steps to make this problem known to office workers and to encourage manufacturers to include warnings and information on replacing the offending filters.

Moral: if you get that Skegness smell when you're printing out, beware!

A small problem

Letter of the month, without a doubt: "I have tried unsuccessfully," it reads, "to load the enclosed Cover Disk onto my Amstrad 2086. Perhaps you will

be kind enough to replace it with a copy I can use." Absolutely genuine, too.

Next month: how to complain when your chip-pan fries your copy of *ST FORMAT*.

Kept insensible

Last month's review of *Monty Python* by Captain Sensible captured the imagination of the world. Well, no-one complained, anyway. But it did set us wondering who else we could get to review the occasional game for us.

We rejected as just too bizarre for words Madonna's request to review "Anything by Virgin," and decided that, given the long hot summer, Terence Trent Water Authority was probably not well placed to review *Flood*.

What about some suggestions (better, preferably!) from your good selves? Send the name of your chosen celebrity and the game you've appropriately or ironically asked them to review, to: Reviewing the Situation, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW. There's a high-quality, lovingly hand-packaged piece of software for the best suggestion.



■ **Jeffrey Archer** was invited to review the *Bullfrogs' Powermonger*, but very sensibly refused to comment

What's yours for?

Last month we ran a feature about Barbara Sommerville's research into the possibilities of identifying

people by their odour – the point, of course, being that she has used the ST to do all the Hard Sums involved in such a project.

So we present the *ST FORMAT* Challenge. We're out to find an ST used for something even more bizarre than Ms Sommerville's. Do you steer a satellite by it? Does Madonna's stage manager keep a database of all her costume changes on it? (In fact, Atari told us, her *Blond Ambition* was using STs, Macs and PCs to run the stage show: only the STs survived!). Write and tell us all about your bizarre uses for your ST at: My ST's A Ladyshave, *ST FORMAT*, 30 Monmouth Street, Bath BA1 2BW.

Booked solid

We wondered what that Mark Higham was up to. Instead of hanging round of an evening giving all the latest games the jolly sound thrashing they deserved and checking out the latest art packages and such like, our Deputy Editor was creeping away well before midnight. Could this be love, we speculated?

Not quite. In fact it was *GET THE MOST FROM YOUR ST*, a book on which the boy wonder was working on the side unbeknownst to the rest of us. And we must say we were rather naffed off that he thought of it first.

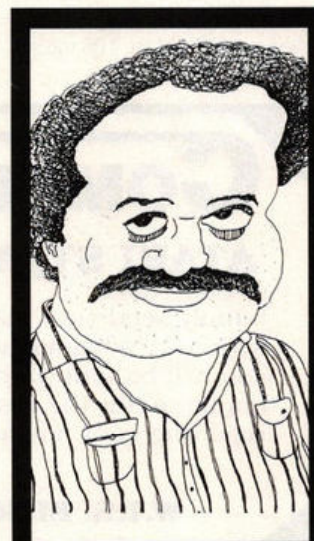
You've probably already taken a look at the booklet taped securely – we hope – to the front of this issue. If this is exactly the kind of thing you've been waiting for all your life, we'd suggest you fill in that order form on page 84 fast. Higham's already booked his Caribbean Christmas hols, so if those royalties don't start pouring in soon he's going to have severe financial probs.

Meanwhile negotiations for our own copies continue, though we had expected something of a bigger discount than a free packet of crisps with every copy...

By the way, this isn't the only

extra-curricular project *STF* staff have been working on. Neil Jackson, the ugly mug who featured on last month's cover and frightened many of the nation's children, has completed the *ST FORMAT Graphics Collection*, a brilliant two-disk (double-sided) collection of graphics software (hence, we suppose, the title). It includes *Neochrome*, *Ani ST* and a whole heap of utilities such as converters, viewing programs and so on.

For more details turn to page 158, and be quick about it: it's bound to sell out fast!



■ This rather telling caricature of Sam Tramiel comes from the pen of **Ryan Foerster** of San Antonio in the States. Fancy your chances as an artist? Send it in to **Art Attack, ST FORMAT**, 30 Monmouth Street, Bath BA1 2BW

As easy as ABC

A great big thank you and a wet sloppy kiss to each and every one of you personally for increasing *ST FORMAT*'s readership from an average of 43,007 (July to December 1989 – as confirmed by the Audit Bureau of Circulations) to 50,246 (January to June 1990).

This confirms our ever-growing lead, established from issue one, as Britain's best-selling magazine for the ST. Thanks once again.

Fat charts

You'll notice in *Screenplay Extra* this month (page 83) that we've cobbled together (surely "lovingly crafted"? - ed) a couple of unlikely-sounding ST charts. Well, we very soon ran out of ideas (evidently!), and so we do what every mag does when it's desperate: ask you to do the hard work for us. What about "Ten ST Games That Rip Off Tetris," or "Ten ST Programs That Depend on Really Bad Puns For Their Titles"?

There's a tenner on offer for the best ones, so get your daffy charts out for the lads at *ST FORMAT* and send 'em off to: Daft Charts, *ST FORMAT*, 30 Monmouth St, Bath BA1 2BW. Now if we can just find one more nasty ST Game That Combines Racism, Sexism And Violence...

Shock horror probe

Buzzbox, the excellent ST-based PD magazine-on-disk (£2 per issue ☎ 0524 841106), recently ran a questionnaire to discover which is the ST magazine its customers think is the best. *ST FORMAT* polled over 90% of the 100 replies.

We have now launched an internal investigation into why we didn't poll 100%, and disciplinary action cannot at this stage be ruled out. Needless to say we shall be redoubling our efforts over the next year to make sure this regrettable lapse does not occur again in *Buzzbox's* 1991 poll.

Next issue

The November issue of *ST FORMAT* will be storming onto the shelves of your friendly neighbourhood newsagent on Thursday October 11. It's a bit tasty, too, so we strongly recommend you either park yourself outside the shop and wait up all night (don't forget to bring a flask and foldable stool); fill in the form below and hand it to your newsagent so he or she can save you a copy; or, better still, take advantage of our outrageously generous subscription offer on page 127.

So what's it all about then, Alfie? Well, there's the full and detailed reviews of the latest version of *Protext* and the *Bullfrogs' Powermonger*, previewed in *STF* 13. Yes yes, we know we promised them both for this issue, but in both cases the final stages of programming took a little longer than expected. Sorry about that, but we didn't think you'd want us to

cheat and review something that wasn't quite finished.

We also have a special guide to *Doing Stuff*. We think we're going to call it "Activate!", but we're not sure: we'll get back to you on that one. Anyway, it gives you dozens and dozens of ideas about setting up a Public Domain Library, a User Group or a Bulletin Board. How to go about publicising your activities, what legal information you need - in short, the Complete Guide to *Doing Stuff*. Miss it and you'll never forgive yourself.

What else? Oh yes, we'll be previewing Tiertex's *Strider II*, the sequel to the highly successful *Strider* (figures, really), which picked up the coveted *FORMAT*

Gold award back in issue 3.

We'll be giving away the *EVS-1* reviewed on page 117 of this issue, as well as coming up with another heap of technical advice in *DESKTOP* and the *MIDI Helpfile*; yet more cheats for all the latest and well hard games in a special chairbreakingly overweight edition of *Gamebusters*; and more of your excellent artwork in the bizarrely titled *Kandy Koloured Tangerine Flake Streamlined Picture Show* (see page 110).

And of course there's another tightly packed oh-so-delicious Cover Disk featuring over 1,000K of fully playable game demos, complete utilities and so on. See you next month! **stf**

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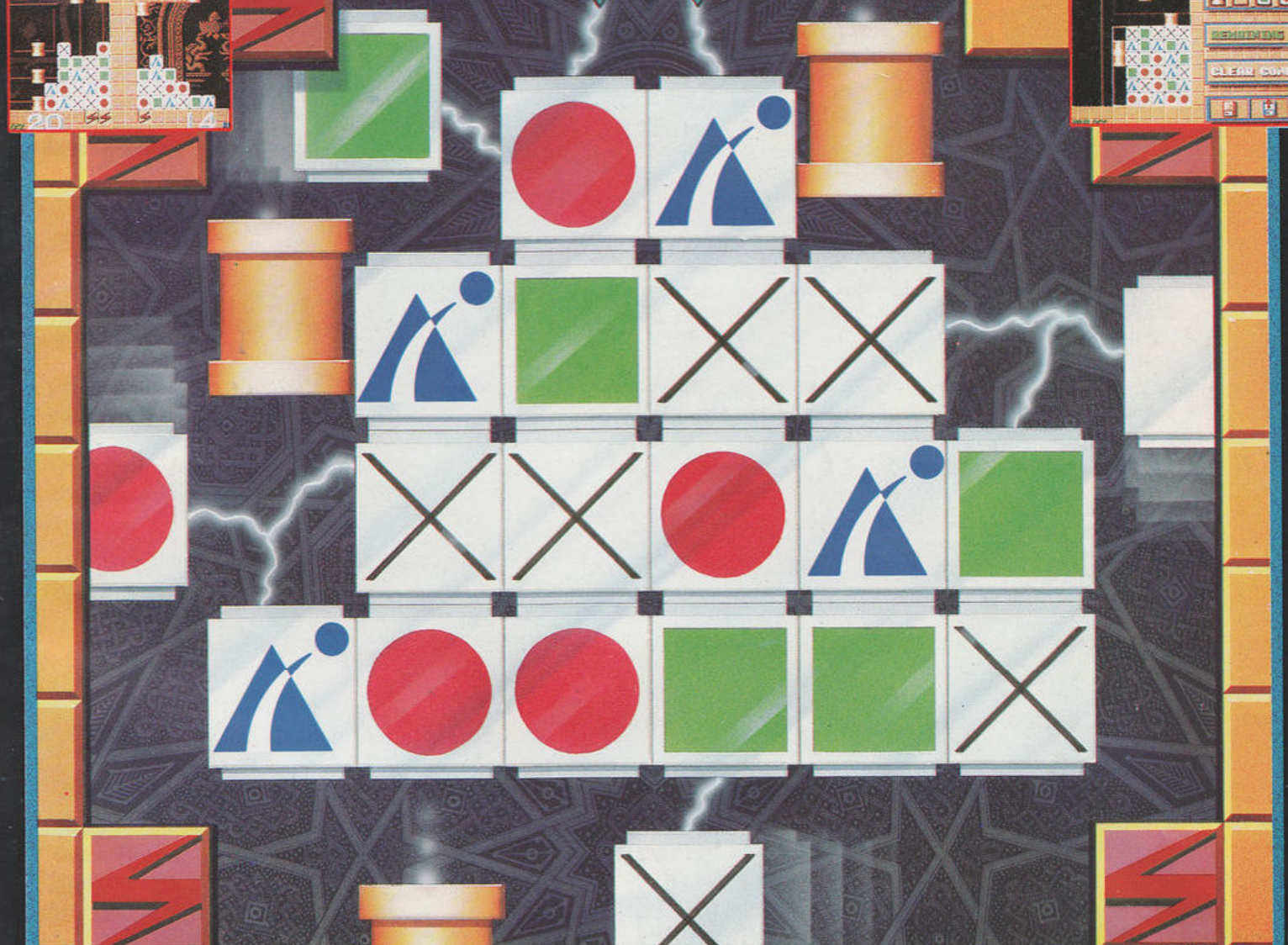
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